

GAMES

JUMPING JEHOSEPHAT!

**It's an UNIDENTIFIED
FLYING GAMES CONTEST**

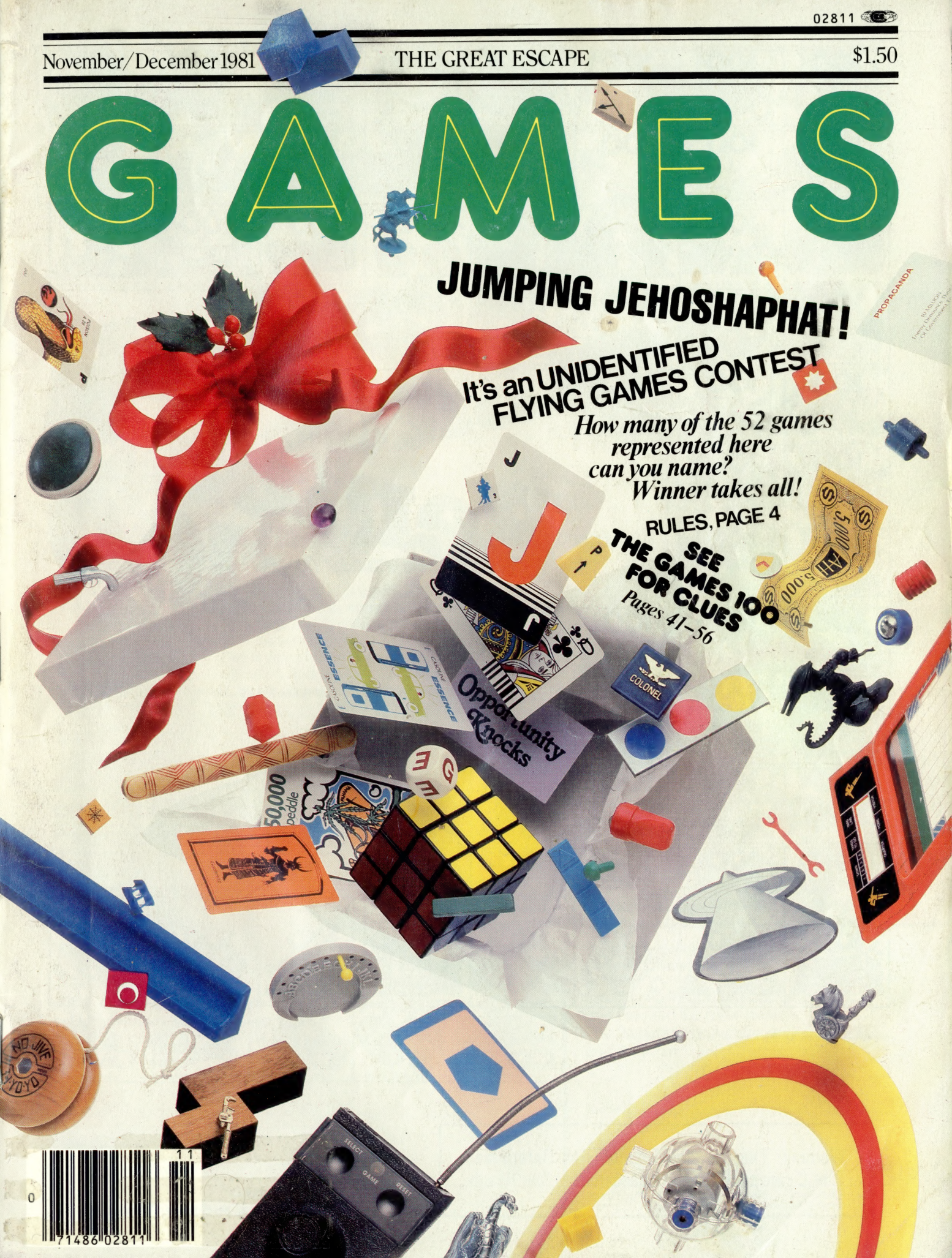
*How many of the 52 games
represented here
can you name?*







































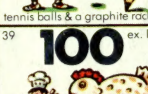

























How many of the 52 games represented here can you name?

Winner takes all!

RULES, PAGE 4

SEE THE GAMES 100 FOR CLUES
Pages 41-56



| | | | | | | | |
|---|--|--|---|---|--|--|--|
| 1 100  croissants in Paris* | 2 100 gals.  gas | 3 100  legs in a panty hose | 4 100 lbs.  chocolate chip cookies | 5 100  licorice | 6 100 min.  in a helicopter | 7 100 lb.  hill of jelly beans | 8 100  movie tickets & a bag of popcorn |
| 9 100 lbs.  Canadian bacon & a freezer | 10 100 lbs.  Swiss cheese & a fondue set | 11 100  film packs & a 35 mm camera | 12 100 hrs.  at a health club | 13 100  plants & a window greenhouse | 14 100  oysters & a string of pearls | 15 100 hrs.  aerobic dancing | 16 100 min.  long distance calls (in U.S.A.) |
| 17 100 lbs.  cooking lessons & cookware | 18 100 sq. yds.  Ky blue grass & a mower | 19 100  maid service | 20 100  boxes disposable diapers | 21 100 lbs.  chocolate covered cherries | 22 100 hrs.  tape & a home video outfit | 23 100  Turkish towels & a hot tub | 24 100  brass polish & pr. candlesticks |
| 25 100  golf balls & a set of clubs | 26 100 wks.  of your local newspaper | 27 100 hrs.  at the 1982 World's Fair* | 28 100  assorted bells, books & candles | 29 100 min.  in a gondola in Venice* | 30 100 lbs.  of grapes & a wine press | | |
| 31 100 lbs.  smoked fish & meats | 32 100 pc.  paint set & an easel | 33 100 lbs.  Maine lobsters & a pot | <h1 style="text-align: center;">Benson & Hedges 100</h1> | | | | |
| 34 100 c.c.  motorbike | 35 100 sq. in.  abstract art | | | | | | |
| 36 100 oz.  racing bike | 37 100  tennis balls & a graphite racket | | | | | | |
| 38 100 h.p.  outboard motor | 39 100 ex. lg.  eggs & omelette pan | 40 100 logs  & a Franklin stove | | | | | |
| 41 100 min.  hot air ballooning in Calif.* | | | | | | | |
| 42 100  espresso & a cappuccino maker | 43 100 in.  Italian hero sandwich | 44 100 lb.  grandfather clock | 45 100  pot pies & a microwave oven | 46 100  bottles Chablis & a wine rack | | | |
| 47 100  romance novels & a lace hanky | 48 100  watts stereo sound | 49 100  macadamia nuts in Hawaii* | 50 100  clams & a steamer | 51 100 oz.  goose feathers & a down coat | | | |
| 52 100 oz.  iced tea & a ceiling fan | 53 100 pc.  Swedish crystal | 54 100 in.  Ford Escort | 55 100 in.  skiff & a fishing rod | 56 100 yr. old  brandy & a smoking jacket | | | |
| 57 100  polkas & an accordion | 58 100  points of diamond earrings | 59 100  cue chalks & a pool table | 60 100  birdies & a badminton set | 61 100  skins wool & a loom | 62 100 sq. ft.  tent & a knapsack | 63 100  picks & a banjo | 64 100  blotters & a rolltop desk |

OFFICIAL RULES—NO PURCHASE NECESSARY

1. Write the number of the sweepstakes you wish to enter in the space provided on the official entry blank, or on a plain 3" x 5" piece of paper.
2. Handprint your name, address and zip code on your entry. Include with it the bottom panels from two packs of Benson & Hedges 100's or Benson & Hedges Lights, Regular or Menthol, or the words "Benson & Hedges 100's" handprinted on a plain piece of paper.
3. Enter as often as you wish, but you may enter only one sweepstakes per envelope. Each envelope must be mailed separately to: Benson & Hedges 100's, P.O. Box 2808, Westbury, NY 11591. Entries must be received by February 19, 1982.
4. **IMPORTANT:** You must write the number of the sweepstakes you are entering on the outside of the envelope, in the lower left-hand corner.
5. **Winners will be selected in random drawings conducted by National Judging Institute, Inc., an independent judging organization whose decisions are final. Winners will be asked to execute an affidavit of release and eligibility. All prizes will be awarded. One prize to a family. Tax liability is responsibility of individual winners. In lieu of prize, winner may elect to receive a cash award of \$200.**
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What's your pleasure?

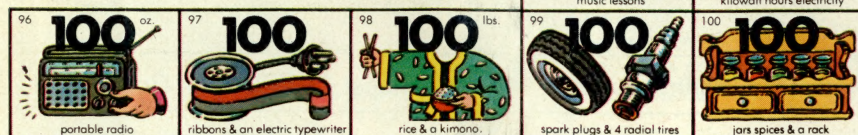
100 hours of mostly Mozart or 100 hours at the World's Fair?
100 inches of new car or a 100 inch skiff and a fishing rod?
100 croissants in Paris or 100 quarters and a pinball machine?
Here's your chance to win the prize you like best in this year's Benson & Hedges 100's 100 Sweepstakes.

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And if you win and decide you'd rather have 100 feet of dollar bills (that's \$200), we'll swap.

Now it's up to you to decide which sweepstakes you'd like to enter, and let us know which 100 hours, ounces, feet, legs, sonnets or macadamia nuts you'd like to try to win. And we'll put your name into the drawing, with pleasure.

Benson & Hedges
Because the pleasure lasts longer.



**Benson & Hedges 100's, P.O. Box 2808
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I've chosen the following Sweepstakes
and I've read the rules carefully.
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and the prize
is _____

Name _____

(Please Print)

Address _____

City _____ State _____ Zip _____

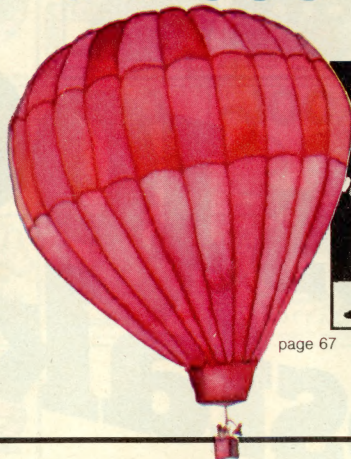
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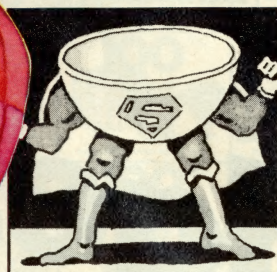
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NEW!

**3-D
Crossword**

page 33

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Difficulty Rating: Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk! ★★★ Mixed Bag ★★

Cover Photograph: Walter Wick Cover Subtitle: Tim Orcott



J&B. It whispers.

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THE PRINCE OF WALES (1921-1936)

Grand Prize
All 52 games
whose pieces appear
on the cover of this issue
Ten Runner-Up Prizes
One game drawn by us
from our grab bag

A GAMES CONTEST ★★

UNIDENTIFIED FLYING GAMES

How Many Games on This Issue's Cover Can You Identify?

Don't deny it. We know you've lusted after *The Games* 100 in your heart. Here's a chance to make more than half your fantasy come true. Study the 52 pieces flying about on the cover, and see how many of their respective games you can identify. Careful scrutiny of *The Games* 100 (pages 41-56) should improve your score.

Entering In the following schematic of the cover photograph, we've assigned each game piece or component a different number. To enter the contest, list the numbers 1 through 52 on a single sheet of paper, and after each number write the

name of the game to which that piece belongs. Each name must be written exactly as it appears (in boldface) in *The Games* 100. On the same sheet of paper, write your name and address. You may enter more than once, but each entry must be mailed separately. Entries become the property of *Games*.

Winning The winner will be the entry that correctly identifies the most games. Ties, if any, will be broken by random drawing.

Mail entries to: Flying Games Contest, Games Magazine, 515 Madison Avenue, New York, NY 10022. Entries must be received by January 4, 1982.



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**INSERTS: Technology illustrated between pages 72-73
Franklin Mint between pages 8-9**



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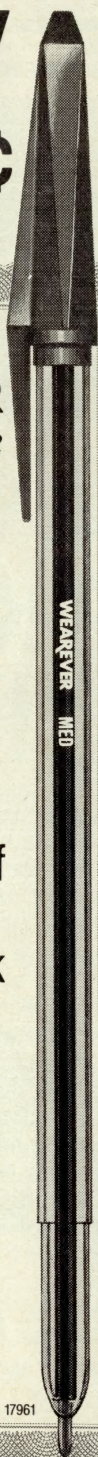
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LETTERS

Scat!

All those "yips" and "imminies" in "Sh-Boom!" (July/August, page 31) had me mumbling to myself in the street, staying up late singing nonsense, and even sleep-talking. Encore!

Mimi Fernandez
Port Charlotte, FL

Here it is. Can you dig which tune this scat comes from: Ooh-wah, Ooh-wah, cool cool kitty...?—Ed.

Answer Drawer, page 88

Atari Aces

I would like to hear high scores from other Atari buffs in such games as Space Invaders and Pinball... We think we're really hot with 15,495 in Space Invaders and 418,794 in Video Pinball, but we're sure we're not tops. Have you had any correspondence on such scoring?

Linda Hapner
N. Chicago, IL

We heard that Bill Heinman of Los Angeles scored 165,200 on Space Invaders! —Ed.

Rock On

Wish I was going to your "Rock 'N' Roll Revival" (July/August, page 14)—but by the time I figured out which groups were playing, you were all sold out. Next time you plan a rockfest, please include the group depicted in this drawing. Can you recognize them?

Andy Clausen
Birchwood, WI

| OCTOBER 1981 | | | | | | |
|--------------|----|----|----|----|----|----|
| S | M | T | W | T | F | S |
| | | | | 1 | 2 | 3 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 | 31 |

What rock group is suggested by this rebus-like drawing? —Ed.

Answer Drawer, page 88

A Cheap Trick?

Mike Shenk must have laughed all the way to the bank after he constructed his crossword puzzle, "Inflation" (July/August, page 37). It had us quite puzzled for a while until we realized the significance of the title. Just one question we'd like to ask: To make "pumperdime bread," do you add more yeast to inflate it, or just use a bit more dough?

J.A. Denzer
Chicago, IL

Food For Thought

One needs more than a keen eye and a discerning palate to decipher the caption in "What Foods These Morsels Be" (July/August, page 9). I didn't do too well at distinguishing the plastic foods from the real ones.

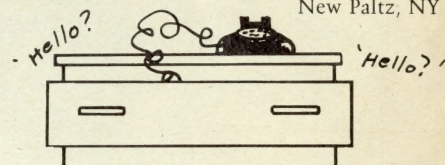
But I know one thing: *nothing* in that picture is kosher. Shellfish are not kosher. Not ever. Also, meat and dairy are shown, not only on the same table, but on the same dish. Tsk, tsk. And, because part of the meal is not kosher, none of it is, plastic or otherwise.

Phil Vassar
Austin, TX

Calling Our Bluff

I found all the answers I was looking for in the September/October "Answer Drawer," but I also found another question in Gregory Thompson's illustration (page 74). What does it mean?

Matt Stefan
New Paltz, NY



The phone's being answered in a drawer. It's literally an "Answer Drawer." (Groan.)—Ed.

Another Mystery Solved

"Murder on the High Seas" (September/October, page 8) gave me a few good clues as to how to spend a highly mysterious weekend, but it also left me hanging on one crucial point. How do I get in touch with Dilys Winn, or Murder Ink, or whoever I need to contact to climb aboard for the third annual floating whodunit?

Melissa Schukar
McMinnville, OR

You can write to Dilys Winn % Murder Ink Bookshop, 271 West 87 Street, New York, NY 10025.—Ed.

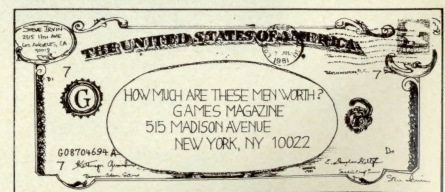
Prodigal Son

Our nine-year old son is an excellent chess player, in fact, he's so good that we find it very difficult to beat him. Could you recommend an organization he might join so he could play with other children of his ability?

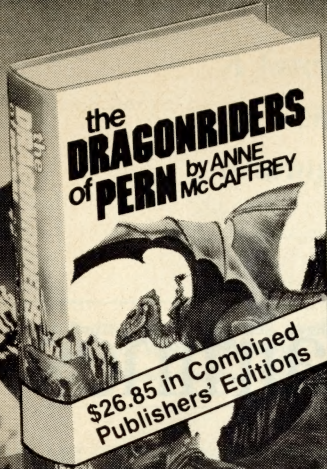
Rick Miller
Portland, OR

The U.S. Chess Federation welcomes members of all ages, and children do play in tournaments. Contact: USCF, 186 Route 9W, New Windsor, NY 12550.—Ed.

Envelope of the Month



For contest results of "How Much Are These Men Worth?," turn to page 76.—Ed.



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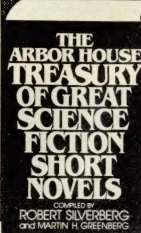
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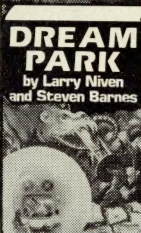
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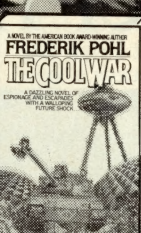
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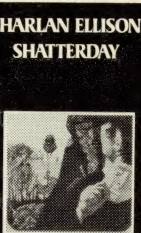
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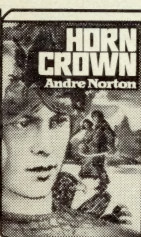
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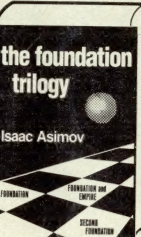
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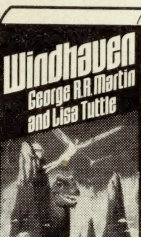
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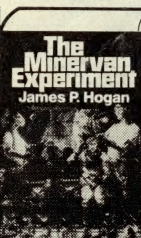
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LAUNDRY BASKET

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Mistakes: September/October

★ I find it hard to believe that all those hippies in Elwood H. Smith's "The Sleeping Hippie" (page 18) would be walking around with a Mercedes sign.



In your 1968 drawing, I think it's more appropriate to have them wearing peace signs.



John G. Martinez
Trappe, MD

★ In Logic (page 60), the Dimsville Dragons cannot play the positions listed in the Answer Drawer. If Mike is the 1st baseman as you say, then he cannot tell a lie. Yet he says that Luke is the 3rd baseman, while your answer says that Luke is the left fielder. The correct positions are: Nick(P), Rick(C), Punky(1st), Oakie(2nd), Ken(3rd), Quick(SS), Mike(LF), Jake(CF), and Luke(RF).

Brad Bennett
Blacksburg, VA

Would you believe they switched positions during the baseball strike? Didn't think so. . . —Ed.

★ Answer: 79. Question: On what page can you *really* find the answers to "What's the Question?"

Kurt F. Miller
Gates Mills, OH

July/August

★ *Lo siento mucho*, but the answer to clue 9 down of "Dollar Signs in Your Eyes" (page 25) is wrong. The Spanish word for herb is either *hierba* or *yerba*, but not "erba."

Marylyn Baer
Rhineland, WI

The clue should have read: "Herb: Italian." —Ed.

★ In "The World's Most Ornery Crossword" (page 41), hard clue 130 down, "Fluorescent lamp filler," is answered "argon." But while argon fills common incandescent lamps, fluorescent tubes generally use mercury vapor.

Chris Kearney
Cambridge, MA

EVENTS

Before attending any of these events, write or call to verify dates, places, eligibility, entry fees, etc. Send a stamped, self-addressed envelope with your request.

Blackjack The Fourth Annual World Championship of Blackjack will simultaneously hit the tables at Sahara hotels in Las Vegas, Reno, and Lake Tahoe, December 13-16. Anyone can play for his cut of the \$275,000 purse—but winning is all in the cards. Contact: World Championship of Blackjack, Inc., 4055 South Spenser Street, Las Vegas, NV 89101, or call (800) 854-2003.

Boomeranging First International Boomerang Tour and Competition, in Australia, November 12-23. Australian senator Neville Bonner predicts his countrymen will "beat the socks off" the 12-man Yankee team. Contact: Pacific Museum of Flight, 2325 Financial Center, 1215 Fourth Avenue, Seattle, WA 98161, or call (206) 622-3972.

Bridge The Fall North American Bridge Championship, in San Francisco, California, on December 20-29. Various pair and team events will take place, including a team board-a-match knockout for the coveted Reisinger trophy. Contact: Jean Wright, American Con-

tract Bridge League, 2200 Democrat Road, Memphis, TN 38816.

Cribbage This holiday season looks like a pegger's jamboree, with three big tourneys:

- The Beer City Open, in Milwaukee, Wisconsin, October 31-November 1, is the first of its kind in Milwaukee, with a \$6,000 purse to boot. Contact: Dan Weir, Box 153, Greendale, WI 53129.

- Florida State Championship, in Orlando, Florida, November 21-22. Contact: Florida Cribbage Assn., Box 565, Kissimmee, FL 32741.

- The International Cribbage Association Championship, at the Hacienda Hotel in El Segundo, California, November 7-8. Contact: Leilani Wade, 1947 West 80th Street, Los Angeles, CA 90047, or call (213) 751-8174.

Golden Age Olympics Senior Olympics in Sanford, Florida, November 9-14. Older competitors prove their athletic prowess in a variety of sports, from shuffleboard to a decathlon. Contact: Golden Age Olympics, Box CC, Sanford, FL 32771, or call (305) 322-2212.

Waiters Race The International Waiters and Waitresses Marathon, in San Juan, Puerto Rico, November 7. The crowning competition of Puerto Rico's Gastronomic Workers Week, this event features waiters dashing one-quarter of a mile while steadying four 22-ounce glasses of champagne on a tray. Contact: Hotel and Restaurant Employees Union, Local 6, 305 West 44th Street, New York, NY 10036, or call (212) 957-8730.

Tia Maria Jamaica Sweepstakes OFFICIAL RULES NO PURCHASE NECESSARY

1. To enter the Tia Maria Jamaica Sweepstakes, answer the question and fill out the official entry form. Or, use a plain 3" x 5" piece of paper and print the answer to the question, along with your name, address, zip code, telephone number, and age on each entry. Please also indicate T-shirt size (Adult: S, M, L, or XL).

2. The information needed to answer the question may be found by looking on a Tia Maria 750 ML bottle. This information may also be obtained by sending a stamped, self-addressed envelope to Tia Maria, P.O. Box 4050, Young America, MN 55399.

3. NO PROOF-OF-PURCHASE NECESSARY. Enter as often as you wish, but each entry must be mailed in a separate envelope.

4. All entries must be postmarked by November 20, 1981 and received no later than December 1, 1981. No responsibility is assumed for lost, misdirected, or late mail.

5. ENTRANTS MUST BE OF LEGAL DRINKING AGE IN THE STATE THEY RESIDE IN AT TIME OF ENTRY.

Sweepstakes open to all residents of the Continental U.S., except for employees and their immediate families of W. A. Taylor & Company, its subsidiaries, sales promotion, advertising, judging, and travel agencies, liquor wholesalers and retailers. Sweepstakes is void in Ohio, Pennsylvania, Texas, and wherever else prohibited or restricted by law. All Federal, state, and local laws and regulations apply.

6. Grand Prize (1 Winner): Eight (8) day trip for two (2) to Jamaica; Second Prize (50 Winners): Tia Maria Coffee Mug Set consisting of four mugs; Third Prize (200 Winners): Tia Maria T-Shirt. Prizes are valued at approximately \$5,000.00.

7. The eight-day, seven-night grand prize trip will include first class, round-trip, space available airfare via Air Jamaica to and from the airport nearest to the winner's residence, seven nights hotel accommodations at The Royal Caribbean Hotel in Montego Bay and \$1,200.00 expense money for meals, entertainment, transfers, gratuities, and local hotel and departure taxes. Trip must be taken between January 5, 1982 and October 15, 1982. No cash substitutions permitted. Winner will be required to execute an affidavit of eligibility and release from liability. If the winner of the trip is under 21 and unmarried, he or she must be accompanied by a parent or legal guardian.

8. All prizes will be awarded. Prizes are non-transferable. There is no substitution of prizes as offered. Taxes, if any, are the sole responsibility of the winners. Only one prize per family or household. Odds of winning will be determined by the number of entries received.

9. WINNERS WILL BE SELECTED BY RANDOM DRAWINGS FROM ALL CORRECT ENTRIES JUDGED BY YOUNG AMERICA CORPORATION, AN INDEPENDENT JUDGING ORGANIZATION WHOSE DECISIONS ARE FINAL.

10. Winners will be notified by mail. Second and third prize winners may be required to execute an affidavit of eligibility and release. All entries submitted become the exclusive property of W. A. Taylor & Company and will not be returned. All sweepstakes entrants grant all rights of reproduction of their entries in any form. W. A. Taylor & Company reserves the publicity rights to use names and pictures of winners without compensation.

11. For a list of major winners, send a stamped, self-addressed envelope to Tia Maria Winners' List, P.O. Box 726, Young America, Minnesota 55399.

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See rules on opposite page.

MAIL ENTRY TO:
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P.O. BOX 1418,
YOUNG AMERICA, MN 55394

GAMEBITS

Edited by Curt Slepian

The Haul of the Wild

When Mignon Lauber organizes a scavenger hunt, don't expect to be pestered by 10-year-olds in party hats looking for yesterday's paper. For one thing, participants have included an admiral. For another, they look for slightly more exotic items, such as a piece of Skylab. And Mrs. Lauber's hunts don't kill a mere evening. They take a full year.

Lauber, a 40-year-old state lobbyist in Juneau, Alaska, organized her first hunt in 1979 for herself and her husband and four other couples. "I feel very strongly that people have allowed the boob tube to rule their life," she explains. "And where I live you can't go climb in a car and pop off somewhere for the weekend." Thus was born the great Alaskan scavenger hunt.

The rules are simple. Each couple dreams up a batch of items that are both unavailable in Alaska and legal to possess. (This legality clause was added after the first hunt, during which the Laubers had to get part of a stalagmite from the Mammoth Caves in Kentucky which, since 1914, have been protected against such intrusions. Mrs. Lauber obtained some pre-1914 chunks.) The items are written on separate slips of paper, mixed up in a hat, and each couple draws five slips. They have a year to find the items and, not including postage, a \$100 limit on spending. The couple that finds the most items, or the first couple to get all five, wins.

The reward? A modest prize. But, says Lauber, "the main aim is to have one evening of absolutely raucous



Ernö Rubik (right) and a Hungarian cube factory: it's as hot an export as paprika.

The Cube Root

Among its few printable nicknames is the Hungarian Headache. It's a plastic cube 56 mm to a side, with nine movable colored facets on each face. In short, it's Rubik's Cube.

By now we all know about Rubik's Cube: the look of frustration on people's faces as they try to restore the cube's colors to their original pattern; the plethora of imitation cubes; the books explaining how to solve the puzzle. But what about Rubik himself, the Frankenstein to this multicolored monster?

In Hungary in 1977, Ernő Rubik, engineer, architect, designer, and professor at the Budapest School of Applied Arts, created a cube decorated with little figures to help his students improve their

sense of spatial relationships. Shortly thereafter, a manufacturer convinced him to replace the figures with colors. And when the puzzle was marketed, Rubik became the best known Hungarian since Zsa Zsa Gabor.

What inspired Rubik to design the cube? "Why does one fall in love?" he replies. "The facts are there, but the feelings, the motivations, the rationale, are all incomprehensible. One will have to wait several years before attempting to analyze my approach."

Rubik is more explicit when he describes the qualities necessary to solve the cube: "calm, imagination, a visual memory, logic, manual dexterity, and intelligence." A male cube chauvinist, Rubik also believes that men solve the cube more easily than women.

Oh, yes, in case you wondered, Rubik needs only about 45 seconds to put his cube in order. —Christian Vioujard

laughter" recounting the search.

In their first year, the Laubers faced some typically awesome quests: an autographed calling card from Jordan's Queen Noor, an album called "As Prescribed" by the Phoenix Angels Steel Harps Orchestra (which she found by writing 257 letters to Caribbean newspapers), the apron worn and autographed by the 1979 International Chili Cook-off winner, a wine list from the Hotel de Paris (there is no such hotel in Paris, but she found one in Buelah, Colorado), and the rock from Mammoth Caves. The hardest successful quest was for a test tube full of water from the eighth, ninth, or tenth easternmost privately owned swimming pool in the

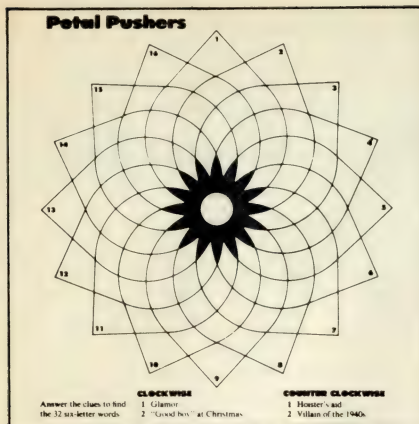
U.S.—which arrived with an affidavit from the town council. Other items brought to award banquets have included a symbol carried by virgins at the fertility festival in Hone, Matsuri, in Japan, a stamped Stuttgart-to-Munich ticket from the now defunct Orient Express, and a pre-1965 opera program for one of Vera Zorina's performances of *Joan of Arc* at the Santa Fe Opera House (which burned down in 1967).

The hunt for trivia is more than a game. "I go at it like I'm killing snakes," says Lauber, which explains how she completed her search in just 39 days. And what does she do with her spare time? "I think of really rotten things for next year." —David Weinberger

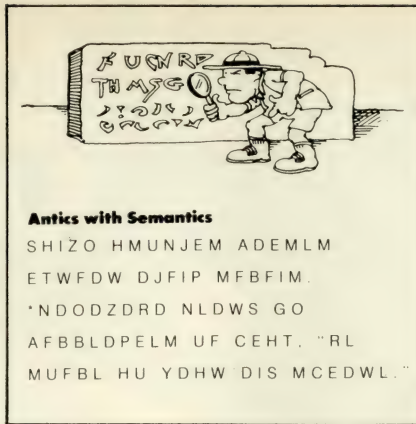
Illustrations by Paul Meisel



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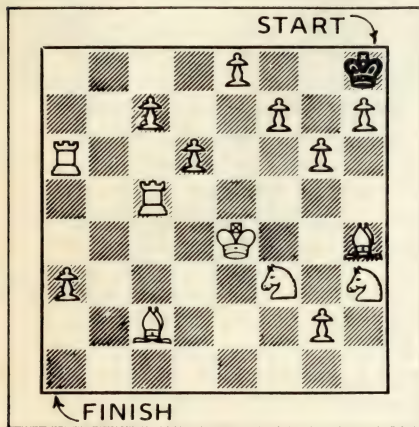
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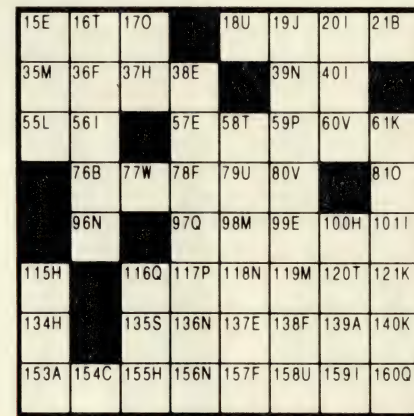


CHESS MAZES



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SERIOUS ABOUT
PUZZLE SOLVING,
YOU SHOULD
BE PLAYING...**

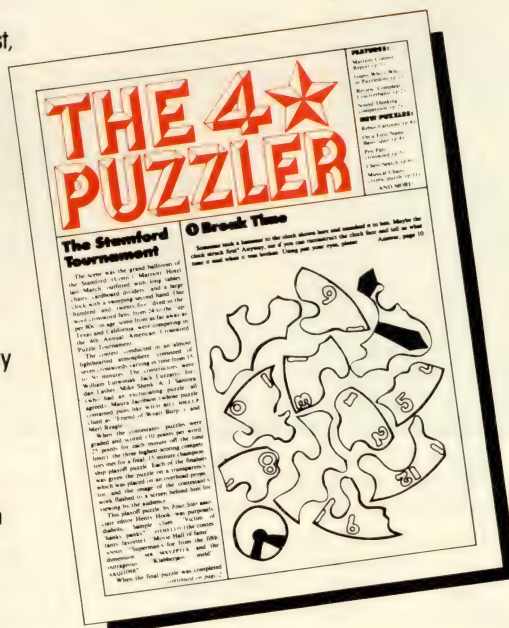
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In "Man Trap," the object is to stay single.

Snakes and Ladders Meets New Wave

What kind of Christmas gift do you give to a friend who's into blue Mohawk hairdos and Adam and the Ants? How about the Deborah Harry Success Game, Win a Day in an Iron Lung, or the X-Rated Magnetic Drawing Board.

These New Wave playthings were part of a "game" exhibit at the Public Image Gallery in New York last summer. The show allowed artists and amateur game inventors to push their ideas to the max, and the results were irony, grotesquery, and anarchy at their New Wave best. So don't expect to find these games at your local Toys 'R' Us:

- **Nightmare Cards:** Bored with gin rummy? This deck includes "sound" cards (scream, crash, sob, dead silence), "object" cards (knife, next room, corridor, centipede), and

"action" cards (try to run, try to breathe, brake failure). The players pick cards, construct dream sequences, then act them out without words. Other players interpret and analyze the dreams. There are no winners.

- **Black Monkey:** The strategy is subtle as players must fill a series of enigmatic compartments with shiny black stones. The complete rules are considerably less complicated than those of, say, tai shogi: 1) Any number can play. 2) Decide who will go first. 3) Players go in turn. 4) The one who plays last wins.

- **The Hegemony Game:** A realpolitik version of Parker Brothers' *Risk*, in which Third World influence is pivotal.

- **Genetot:** This genetic splicing game for children includes assorted scientific



Does Blondie play the "Deborah Harry Success Game"?

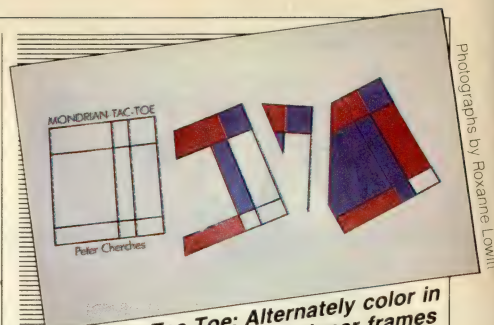
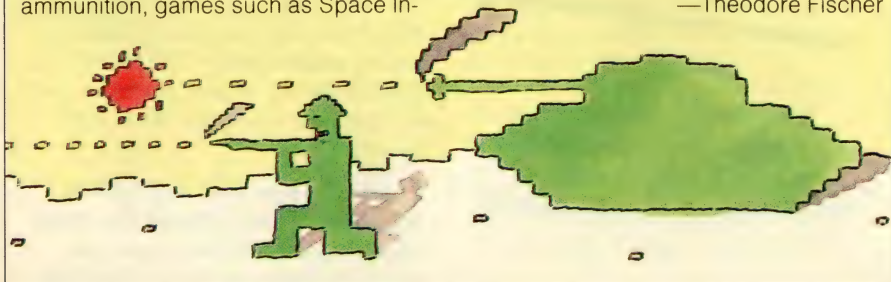
Uncle Sam Wants You-To Play Space Invaders

The next time you see a bus-depot amusement arcade packed with soldiers, don't assume they're just blowing a month's pay. If the army goes ahead with its plans to use video games as instructional tools for combat troops, those free-spending G.I.s might well be in the middle of basic training.

"This project got started when one of the trainers noticed kids playing all those games in an arcade," says Diane Jennings of the U.S. Army Training Support Center at Fort Eustis, Virginia. "It dawned on him that those things could be used for gunnery training." Besides saving on the booming cost of ammunition, games such as Space In-

vaders and Asteroids that involve pressing buttons to hit extraterrestrial targets moving across a videoscreen can help artillerymen improve hand-eye coordination. But in order to be realistic the army games will probably replace alien spacecraft with earthly vehicles from non-NATO countries. "At this point it's just a concept," says Jennings. "The trainers are still determining the amount of learning transfer. But they think these games will give trainees a chance to come up in speed and accuracy before going out for actual gunnery practice. The games, naturally, are intended only to supplement, not replace, training with live ammunition." So if you initial a Space Invaders machine for scoring high, don't be surprised one day to find an Army recruiter at your door.

—Theodore Fischer



Mondrian-Tac-Toe: Alternately color in a blank painting. The winner frames and hangs it.

paraphernalia—and a red warning light and telephone hot line to the Pentagon in case you accidentally produce a doomsday bug.

- **El Salvador:** Perfect for Ronnie's rec room, the cork dartboard is a silk-screened map of that nettlesome nation with its strategic railroad installations serving as targets.

- **52-Card Pick-Up:** The 52 faces on the deck of cards belong to the Iranian hostages. The two jokers are President Carter and the Ayatollah.

- **Three-Minute Egg Timer:** Turn the wooden frame holding 12 egg-timers and it's off to the races, because some timers are more and some are less than three minutes. Bet on which comes in first. Or, for variation, use the timer of longer duration when talking on the phone—that way you get more time for your money.

—C.S.

It's Academic

Not all academics are unremittingly serious folks. Especially the ones who contribute to *The Journal of Irreproducible Results*, a spoof of esoteric professional reviews.

Complete with footnotes, graphs, charts, and appropriate jargon, the *Journal's* articles bear imposing titles like "Vodkanomics: Stochastic Thoughts on Inebriation and Longevity," and "The New Science of Quantum Semantics"; but the pieces are strictly put-ons. One article, entitled "Grace Abounding in Mother Goose," explicated the nursery rhymes in terms of Christian symbolism (Jack and Jill, for instance, represent the Fallen Nature of Man). Another, "Effortless and Dietless Weight Loss," showed scientifically that calories can be consumed by "jumping to conclusions," "reaping benefits," and "adding fuel to the fire."

You don't have to be familiar with the subject matter of obscure journals to enjoy the humor of *Irreproducible Results*—but it helps. For a one-year subscription (4 issues), send \$3.80 to *The Journal of Irreproducible Results*, P.O. Box 234, Chicago Heights, IL 60411.

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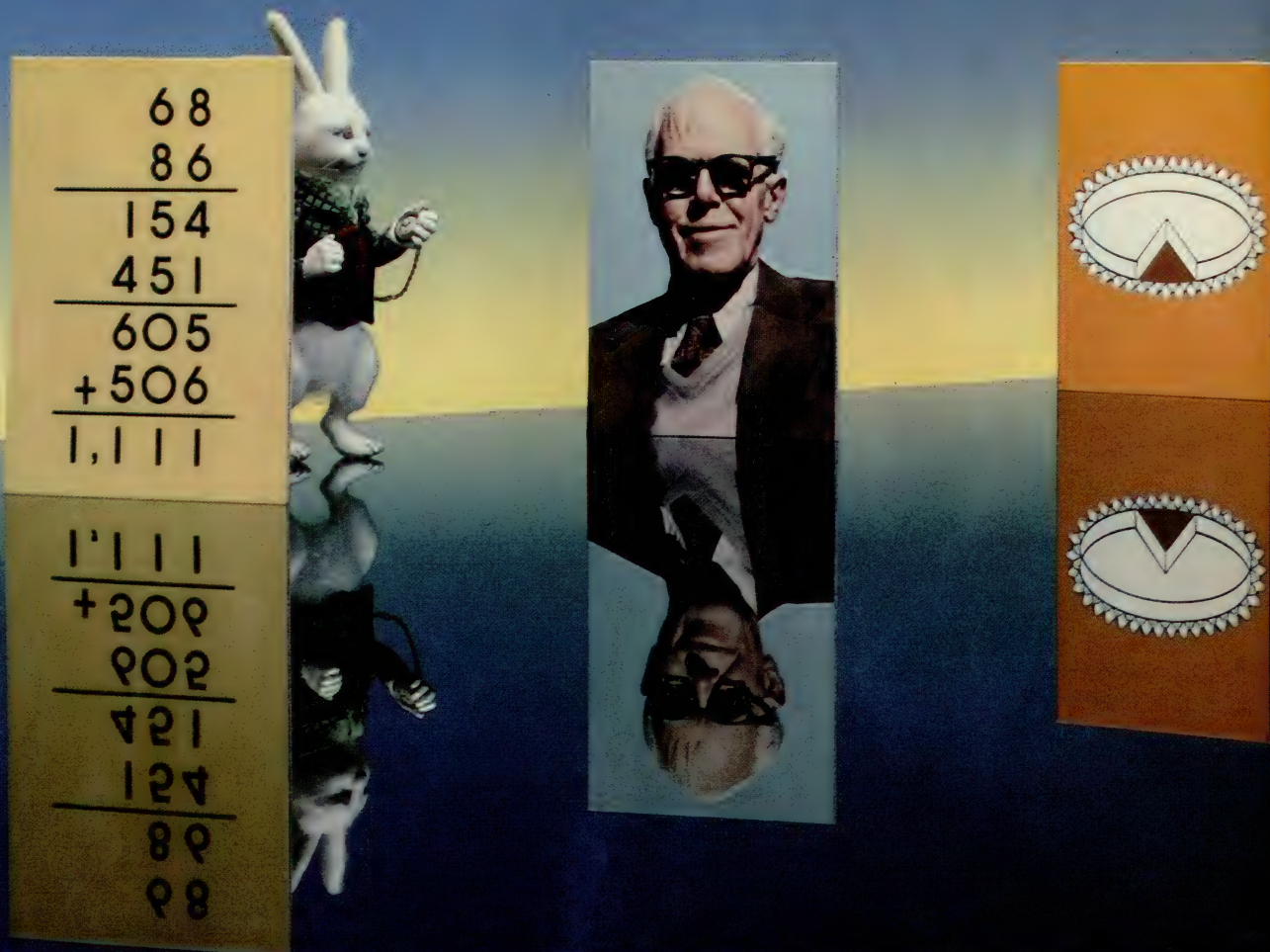
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*Welcome to the wonderland where numbers
are beguiling, words play games,
and the impossible appears before your eyes.*

Meet the Mathemagician **MARTIN GARDNER** *by David Pope*

For a quarter of a century, Martin Gardner has been proving that mathematicians have more fun. In his 30-odd books and especially in his "Mathematical Games" column, which has appeared regularly in *Scientific American* since 1957, he has entertained and astonished a vast army of loyal readers with his gift for making abstruse concepts not only intelligible but also fun.

Math whizzes and number fumblers alike have been charmed by Martin's lucid explanations of probability and random numbers, magic squares and extra-terrestrial communications, and of such

abstract subjects as "nothing" and "everything" (there is less to say about everything, he concludes, than about nothing). He makes no secret of the basic ingredients of his successful column, saying that his purpose is to entertain, not to instruct. And so he also writes about card tricks, coin puzzles, paradoxes, and other brain teasers and shows us how they are based on mathematical ideas.

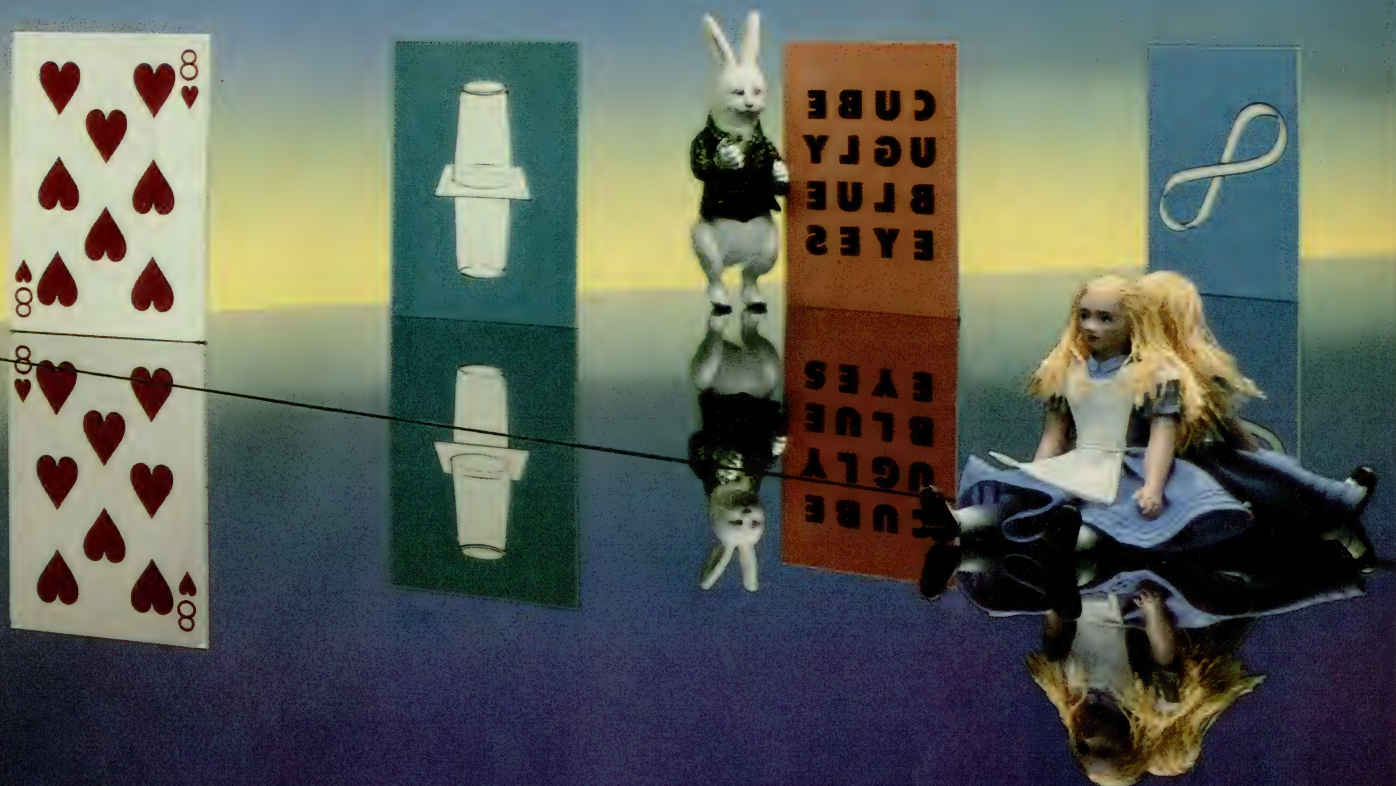
Now, like one of his readers who was said to have disappeared into a flexagon after reconstructing an experiment that Martin had described, Martin himself will move into another dimension, al-

though, fortunately, he won't disappear. In January 1982, after 25 years of "Mathematical Games," Martin Gardner will retire from *Scientific American* and concentrate on other projects.

Many know Martin Gardner as a cerebral conjurer; few realize he is also an accomplished magician and the author of *The Encyclopedia of Impromptu Magic*. He can speak with verve about unbreakable cipher systems or children's literature. He can even hammer out a mean tune on his musical saw. But in the ten years I've known him, his soft clear voice always quickens with enthusiasm when he's reaching into his bag of tricks.

In fact, Martin threatens to turn my interview with him into a magic show. At dinner in a restaurant he takes a roll and throws it to the floor. I hear a "thuck" and then, astonished, see it bounce up above the table. "These rolls are made of rubber," he says with a grin as he catches it. Later, he tells me it is one of the few illusions in which sound is the major factor. Over coffee, he waves spoons and knives in the air until they appear to bend like rubber. And then he makes a spoon vanish altogether. Throughout, his heavy hornrimmed glasses hide the twinkle in his eyes.

Photographs by Walter Wick. Dolls by Joan Steiner



He's not the only math expert with a passion for prestidigitation. W.W. Rouse Ball, a Cambridge mathematician and the author of *Mathematical Recreations and Essays*, founded the Pentacle Club, a society of magicians. And Oxford mathematician Charles Dodgson enjoyed performing magic tricks for little girls when he wasn't writing stories for them under the pseudonym of Lewis Carroll.

Magic and mathematics seem to be odd bedfellows. When I asked Martin about it, he became thoughtful. "The two are a very common combination," he said. "I suppose the reason is because they appeal to the same type of mind. A magic trick is a kind of puzzle. When you see a trick done, the question is how is it done, so it has the quality of a puzzle. By the same token, it has just now occurred to me, a lot of mathematical theorems have a sort of magical quality."

Odd bedfellows or not, magic and math have played a very important role in Martin Gardner's life. Born in October, 1914, in Tulsa, Oklahoma, he was the first of three children of James Henry Gardner and Willie Wilkerson Spiers Gardner. James Gardner had a Ph.D. in geology and was an oil wildcatter. But before he got into the oil business, says

Martin, he hunted fossils for the Smithsonian Institution. "I have fond memories of fossil hunting with my father, mainly for trilobites and crinoids."

The Gardners lived in what Martin calls the fundamentalist capital of the world—Tulsa is the home of Oral Roberts. "I went through a fundamentalist religious stage when I was in high school. It was also in high school that I had my eyes opened to the beauty of geometry. My mathematics teacher, Pauline Baker, had a real feeling for the nature of deductive proof and her enthusiasm was catching." But Martin didn't spend all his time studying Euclid. He was a member of the school's gymnastic team and practiced daily on a horizontal bar in his back yard.

His education continued at the University of Chicago, where he took liberal arts courses for two years. It was here that his fundamentalism came face to face with scientific rationalism. "The result, of course, was that I got over my Protestant orthodoxy."

By 1936, when he graduated Phi Beta Kappa in philosophy, Martin had edited and written for a campus literary magazine. But his writing career actually began at age 14 with his contributions to a

magazine on magic called *The Sphinx*. "My interest in magic goes back to my childhood when my father taught me my first magic trick," Martin relates. "It was The Knife and Papers Trick. He did it very well and I remember being fascinated. Later, a semiprofessional magician who worked under the name of Wabash Hughes further boosted my interest."

In 1935, while attending college, Martin published "Match-ic," his first of a series of booklets about magic. Like most students, he was always a little short of funds, and so during the Christmas season he worked as a magic demonstrator in the Marshall Field department store. "They had a counter with magic sets and I put on little acts with the equipment to help sell the sets," he recalls. "That was the closest I ever came to doing magic in public and getting paid for it."

After some graduate work in the philosophy of science, he took a job as assistant oil editor of the *Tulsa Tribune*. Returning to Chicago, he worked at various odd jobs before becoming a writer in the public relations office of the University of Chicago. In 1941 he enlisted in the U.S. Navy and served as a yeoman on a destroyer escort in the North Atlantic until the end of World War II.

When he got out of the service, Gardner sold two stories to *Esquire*. One of them, "No-Sided Professor," concerns a Polish professor who takes the one-sided Möbius strip a step further and devises a no-sided surface. In a demonstration of his discovery, the professor twists his "right arm under the left leg and back around his head until he was able to grip his right ear. Then his left arm had to be twisted in a somewhat similar fashion . . . so he could grasp his nose." Bent into a topological pretzel, the professor disappears into another dimension.

The sale of stories to *Esquire* marked a turning point in Martin Gardner's life: "I began freelancing as a writer of fiction—that was what I most wanted to do. I sold about a dozen stories to *Esquire* over a two-year period, mostly ones I had thought up on the destroyer escort in the war. I used to invent plots of stories while I had the night watch as a lookout. You're on the bridge with a pair of binoculars and supposed to be looking for German submarines in the dark, but you can't see anything and spray blows in your face. There was nothing to do except think."

After the war Gardner wrote his only published novel, *The Flight of Peter Fromm*, a semi-autobiographical story. During this period, he was more warmly received by magicians than by publishers. In 1947 he moved to New York, hoping to find some interest for his stories there, but his attempt to crack the writing market still proved frustrating. "I was living on the edge of poverty and not selling very much. Then the chance to become a contributor for *Humpty Dumpty's Magazine* came along and I grabbed it."

Starting with the first issue of *Humpty*, Gardner created activity features, exploiting the potential of the page in his typically witty and original style. One gimmick called for a child to stick a pair of scissors through the page, forming a pelican's beak that opened and closed. Another had the child punch pinholes through the back of an illustration, and then discover daddy's whiskers on the other side. Gardner also wrote poems of moral advice and stories about the adventures of Humpty Dumpty Junior. He still recalls with good humor the difficulty of writing those stories from the point of view of an egg.

Gardner's social life also picked up. Through the machinations of a magician friend, Martin met his future wife, Charlotte Greenwald, on a blind date. They were married in 1952. She is many things to Martin, not least his unofficial editor. "She reads everything before I turn it in, and she is very good at catching obscurities."

Their first son, Jim, now studying for a



Martin Gardner at play:

What's Your Theory?

Ten students enrolled in a course in number theory. In order to remember their names more easily, the professor seated them in the order shown below. Can you determine the system he used?

| | |
|---------------|----------------|
| Don Edwards | Jessi Xander |
| Robert Worden | Rose Ventnor |
| Edith Reed | Leigh Thompson |
| Rolf Oursler | Toni Nesbit |
| Jeff Ives | Pete Norris |

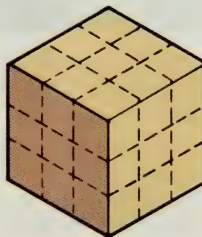
Match Problem

Remove six matches, leaving ten:



Cutting the Cube

A carpenter, working with a buzz saw, wishes to cut a wooden cube, three inches on one side, into 27 one-inch cubes. He can do this easily by making six cuts through the cube, keeping the pieces together in a cube shape, as shown. Can he reduce the number of necessary cuts by rearranging the pieces after each cut?



For Chess Nuts

What is the largest number of knights that can be placed on a standard 8x8 chessboard in such a way that no knight attacks another? And in how many different ways can it be done?

The Four Letters

A secretary types four letters to four people and addresses the four envelopes. If she inserts the letters at random, each in a different envelope, what is the probability that exactly three letters will go in the right envelopes?

Pairing Pennies

One of the oldest and best coin puzzles calls for placing eight pennies in a row on the table as shown and trying to transform them, in four moves, into four stacks of two coins each. There is one proviso: on each move a single penny must "jump" exactly two pen-

Bills and Two Hats

"No," said the mathematician to his 14-year-old son, "I do *not* feel inclined to increase your allowance this week by ten dollars. But if you'll take a risk, I'll make you a sporting proposition."

The boy groaned. "What is it this time, Dad?"

"I happen to have," said his father, "ten crisp new ten-dollar bills and ten crisp new one-dollar bills. You may divide them any way you please into sets. We'll put one set into hat A, the other set into hat B. Then I'll blindfold you. I'll mix the contents of each hat and put one hat on the right and one on the left side of the mantel. You pick either hat at random, then reach into that hat and take out one bill. If it's a ten, you may keep it."

"And if it isn't?"

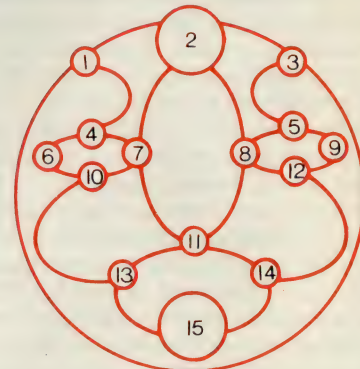
"You'll mow the lawn for a month, with no complaints."

The boy agreed. How should he divide the 20 bills between the two hats in order to maximize the probability of his drawing a ten-dollar bill, and what will that probability be?

Endgame

One player ("White") places a piece on the spot marked "2." The other player ("Black") places a piece on the spot marked "15." Beginning with White, each player in turn moves his piece along a solid black line to an adjacent spot. White attempts to capture the Black piece, by moving his piece onto the spot occupied by the Black piece. If White succeeds before making seven moves, he wins; otherwise, Black wins.

There is a simple strategy by which White can always win. Can you discover it?



"The Doctor's Dilemma" is reprinted from Isaac Asimov's *Science Fiction Magazine* (Davis Publications, Inc.); "What's

A puzzle sampler ☆☆



Answer Drawer, page 90

Unorthodox Crossword

Solve the crossword puzzle, using these clues:

ACROSS

- 1. Norman Mailer has two
- 5. Is indebted
- 6. Chicago vehicles
- 7. Relaxation

DOWN

- 1. Skin blemish
- 2. Works in the dark
- 3. Character in *Wind in the Willows*
- 4. Famous white Dixieland trombonist



The Doctors' Dilemma

The first earth colony on Mars has been swept away by an epidemic of Barsoomian flu. The cause: a native Martian virus not yet isolated.

There is no way to identify a newly infected person until the symptoms appear weeks later. The flu is highly contagious, but only by direct contact. The virus transfers readily from flesh to flesh, or from flesh to any object which in turn can contaminate any flesh it touches. Residents are going to extreme lengths to avoid touching one another, or touching objects that may be contaminated.

Ms. Hooker, director of the colony, has been seriously injured in a rocket accident. Three immediate operations are required. The first will be performed by Dr. Xenophon, the second by Dr. Ypsilanti, the third by Dr. Zeno. Any of the surgeons may be infected with Barsoomian flu. Ms. Hooker, too, may have caught the disease.

Just before the first operation it is discovered that the colony's hospital has only two pairs of sterile surgeon's gloves. No others are obtainable, and there is no time for resterilizing. Each surgeon must operate with both hands.

"I don't see how we can avoid the risk of one of us becoming infected," says Dr. Xenophon to Dr. Zeno. "When I operate, my hands may contaminate the insides of my gloves. Ms. Hooker's body may contaminate the outsides. The same thing will happen to the gloves worn by Dr. Ypsilanti. When it's your turn, you'll have to wear gloves that could be contaminated on both sides."

"*Au contraire*," says Dr. Zeno, who had taken a course in topology when he was a young medical student in Paris. "There's a simple procedure that will eliminate all risk of any of us catching the flu from one another or from Ms. Hooker."

What does Dr. Zeno have in mind?

Counting Mistakes

Among the assertions made in this problem, there are three errors. What are they?

- a) $2 + 2 = 4$
- b) $4 \div \frac{1}{2} = 2$
- c) $3\frac{1}{5} \times 3\frac{1}{8} = 10$
- d) $7 - (-4) = 11$
- e) $-10(6 - 6) = -10$

A Tennis Match

Miranda beat Rosemary in a set of tennis, winning six games to Rosemary's three. Five games were won by the player who did not serve. Who served first?

Dollar Bill Magic

How can you fold a \$1 bill to make a mushroom?



Twenty-One

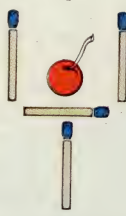
In the array below, circle six digits that will add up to exactly 21.

| | | |
|---|---|---|
| 1 | 1 | 1 |
| 3 | 3 | 3 |
| 5 | 5 | 5 |
| 9 | 9 | 9 |

Shake Out the Cherry

This is one of Gardner's favorite brain teasers, and he usually includes it when asked for a list of the ten best puzzles.

The matches represent a Manhattan cocktail glass with a cherry inside (or, if you prefer, Gibson martini with an onion). By moving just two matches, can you reconstruct the glass so that the cherry—which may not be moved—winds up outside? You may turn the glass on its side or even upside down, but you may not change its shape.



Cryptarithm Multiplication

Many of Martin Gardner's puzzles have come from readers, who often were inspired by a type of puzzle they had seen in *Scientific American*. In the following problem, sent to Gardner by Edward C. Devereux, each letter stands for a single digit, and the dots are decimal points. There is a unique solution, and no other initial can be substituted for "A" in the multiplier. Gardner commented: "It would be nice to report that my middle initial is A; unfortunately I have no middle name."

$$\begin{array}{r} \text{.MARTIN} \\ \times \text{.A} \\ \hline \text{.GARDNER} \end{array}$$

doctorate in educational psychology, was born in 1955, when the Gardners were living in Greenwich Village. A second son, Tom, born in 1958, is attending the Rhode Island School of Design.

Between those years, there occurred a significant birth of quite a different sort. Martin had submitted an article about hexaflexagons (strips of paper folded into hexagonal shapes with strange properties) to *Scientific American*. The publisher, Gerard Piel, liked the article and asked Martin to come to his office. Martin tells what happened: "Dennis Flanagan, the editor, was there too. They were intrigued by the piece and asked me if there was enough similar material around for a regular column. I said I thought so and Gerry Piel told me to work up an example. At the time, I didn't own a single math book and had not taken a math course since high school. I rushed around town and bought some of the basic books on recreational mathematics. I submitted a piece on forcing a number [getting someone to choose a certain number even though he believes he's choosing at random], which they liked. Someone at the magazine came up with the title Mathematical Games. I didn't realize until years later that its initials were the same as mine."

"Mathematical Games" rapidly became the magazine's most popular section, primarily because it appealed to the reader's sense of wonder. As Martin puts it, "There is not much difference between the delight a novice experiences in cracking a clever brain teaser and the delight a mathematician experiences in mastering a more advanced problem. Both look at beauty bare—that clean, sharply defined, mysterious, entrancing order that underlies all structures."

Another key to the column's success is that Gardner's writing, like the man, is unassuming and unpretentious. He doesn't write for specialists and is never patronizing to his readers. Although he has had relatively little formal mathematical training, he considers this an advantage: "If it is a hard struggle to understand something, a journalist knows where the traps are and can better avoid them when he writes for the layman."

Not limiting his column to mathematics, Gardner also has explored the diverting world of word play—from puns, palindromes, and anagrams to acrostics, pangrams, and riddles. "Word play has about it a quasimathematical air," he wrote. "Letters are symbols that combine according to rules to form sentences. Perhaps this combinatorial aspect is the reason why so many mathematicians are addicted to language play."

Some of Gardner's most delightful columns are about the imaginary numerologist, Dr. Matrix, who specializes in fan-

Your Theory" is reprinted from *Word Ways*; and all other puzzles are reprinted with permission of *Scientific American*, Inc.

tastic coincidences. Listen to the good doctor hold forth on the theory that Shakespeare secretly wrote parts of the King James translation of the Bible: "To a numerologist, the theory is not in doubt. If you turn to Psalms 46 you'll find that its 46th word is SHAKE. Count back to the 46th word from the end of the same psalm (the word SELAH at the end is not part of the psalm) and you reach the word SPEAR." Why 46? "Because when the King James Authorized Version was completed in 1610, Shakespeare was exactly 46 years old."

Dr. Matrix was created without a given name. "A mathematician, I.J. Good, wanted to refer to Dr. Matrix and wrote me for his full name. He had none so I asked if Matrix could adopt Good's first name and middle initial. He was delighted with the idea, and so Dr. Matrix became Dr. Irving Joshua Matrix."

According to Martin, the name Matrix has no special significance; it just seemed right for a numerologist. In the case of Dr. Matrix's assistant, his Eurasian daughter, Iva Toshiyori, the name had an unintended significance. "There's a funny story about Iva's last name. I didn't know any Japanese so I picked a street name from a map of Tokyo. Years later a Japanese correspondent wrote that he was puzzled about Iva's unusual surname—Toshiyori in Japanese means 'old man.' It turns out that the beautiful Iva is named after the 'Street of Old Men.'"

Through the years, "Mathematical Games" has been the playground of an elite group of game lovers. From them, Martin hears of and passes along to readers the newest mathematical games and ideas. Among them are John Horton Conway's "Life," in which players generate patterns on a simple grid to imitate the dynamics of population growth and decline; Piet Hein's "Hex," a board game composed of hexagonal cells that must be spanned by an unbroken chain of pieces; and Solomon Golomb's polyominoes, sets of squares that fit together like a higher order of dominoes.

The column also brings in a steady flow of reader mail, sometimes hundreds of letters in response to a single article. His April Fool's column in 1975, a put-on which disproved the Theory of Relativity and revealed that Leonardo da Vinci invented the flush toilet, received more letters—most of them politely disagreeing—than any other. Martin replies to many correspondents who send in new and entertaining ideas but long ago found it impossible to reply to all: "I'd have no time for anything else."

The "anything else" is more than 30 books, plus articles in mathematical journals, magicians' magazines, and popular publications. Most of his books are still in print, including nine collections

Who else could clarify Einstein, explain Lewis Carroll, and explain away Uri Geller.



of his columns. His latest book, *Science Fiction Puzzle Tales*, is a collection of short stories based on famous mathematical problems.

Martin's unexpected bestseller, *The Annotated Alice*, has passed the half million sales mark, and Lewis Carroll fans around the world have sent him enough new material to warrant a major revision of the book. Obviously Martin Gardner and Lewis Carroll are a match made in Wonderland. Who else but Martin could make an analogy between the Cheshire cat, which fades to a "grin without a cat," and pure mathematics, a reality that is also a nonexistent abstraction. And who else would have the resources to dig out the explanation of the Hatter's riddle, "Why is a raven like a writing desk?" offered by turn-of-the-century puzzlesmith Sam Loyd: "Because the notes for which they are noted are not noted for being musical notes."

The Relativity Explosion is Gardner's highly praised explanation of Einstein's theory. But to many laymen, his most stimulating work is *The Ambidextrous Universe*. Beginning with the question, Why does a mirror reverse images from left to right but not top to bottom?, this study of not-so-fearful symmetry discusses the importance of left- and right-handedness in the universe.

Perhaps it's because Martin labors so diligently to explain science that he becomes upset about frauds in its name. His book, *Fads and Fallacies in the Name of Science*, is still the classic exposé of pseudoscientific claptrap such as orgone energy and dianetics. "It's a passion," says a friend. "He becomes emotionally involved when he sees someone deliberately deceiving the public with parapsychological hocus-pocus."

A passage from a spoof called *Further Confessions of a Psychic* that Martin published pseudonymously dramatically illustrates how well he knows the tricks of the psychics trade: "On radio and TV talk shows it's a good play now and then to make a sensational prediction—not something fuzzy but something specific. If it doesn't come true, everybody will forget it. But when you do hit, it's tremendous publicity. For example, I pre-

dict right now that a prominent political figure in the U.S. will narrowly escape assassination in 1981." The book was published in 1980, months before Reagan was shot. And it happened that I began my interview with Martin on the evening of the assassination attempt. All pure coincidence, Martin would be the first to insist.

Currently, Martin shares his column by alternating months with Douglas Hofstadter, the author of *Gödel, Escher, Bach*. Hofstadter, who retitled the column "Metamagical Themas," an anagram of "Mathematical Games," will take over after December. But, as Hofstadter says, "I am not replacing Martin Gardner; no one could do that."

Gardner fans will be reassured to know that he isn't putting his typewriter on the shelf. He wants to complete several projects, beginning with a book of philosophical essays. "The first chapter is a defense of realism—why I'm not a solipsist—why I don't think I'm the only thing that exists. There is a trend to a kind of collective solipsism in quantum mechanics. [Nuclear physicist] Eugene Wigner, for instance, has strongly taken the position that there is no reality in the external world until a human observer observes it."

For years, Gardner's torrent of words has issued from his house at Hastings-on-Hudson, New York, where "by a nice coincidence our street was Euclid Avenue." (Dr. Matrix would have loved *that*.) Now Gardner works out of his new home, located between the Blue Ridge and Great Smoky Mountains in North Carolina. His large office is lined floor-to-ceiling with bookshelves and includes an alcove for his photocopying machine. His massive files are meticulously indexed on 3-by-5 cards. A library spills over into the hall and the adjoining garage. For relaxation, he can admire the pastoral setting from an upstairs window. Or twang out a song on his saw.

In the late afternoon, the Gardners indulge in their ritual cocktail. Charlotte's favorite, of course, is a martin-i. Before long, Martin is up to his old tricks—in this case, he forms what he calls a "space-time warp" by folding a playing card in half along its width. He then slides a queen of hearts folded lengthwise back and forth through the tunnel made by the first card. After the queen has passed through and out the tunnel, she unaccountably turns inside out. Martin tears both cards in half and hands them to me. Clearly, even if "Mathematical Games" is no more, Martin Gardner's wonders never cease.

A contributing editor to Games, David Pope edited Martin Gardner's column at Scientific American for five years. He also created games that appeared in Psychology Today while an editor there.

REMY MARTIN INTRODUCES THE GAME THAT HAS KEPT OUR MASTER DISTILLERS AWAKE FOR CENTURIES.

The name of the game is *Le Passe Temps*.

If you are a connoisseur of fine cognac who happens, as well, to enjoy stimulating games, it may appeal to both your sensibilities.

First and foremost, *Le Passe Temps* is an exceptionally challenging game of skill and strategy for two players with a deceptively simple premise of play: *The first player to get four balls in a line—horizontally, vertically or diagonally—wins.*

For the beginner it is easy-to-grasp and fun-to-play from the start.

But, as expertise comes with practice, it offers degrees of difficulty and extremes of possibility which make *Le Passe Temps* a game played in the more sophisticated corners of the gaming world with the same fervor and dedication as Backgammon.

Second, and of particular interest is the history of the game.

The name derives directly from the fact that the game was originally created by the Master Distillers of Remy Martin to help them "pass the time" as they kept their vigil beside the pot-still during the critical period of distillation.

Since 1724, the artful manner and unsurpassed care employed by them in the making of the world's finest cognac has remained unchallenged and unchanged.

Then, as now, judging, capturing and casting only the very "heart of the spirit" at that single, fleeting moment when it emerged from the still, depended entirely on our Master Distiller and the diligent practice of his art.

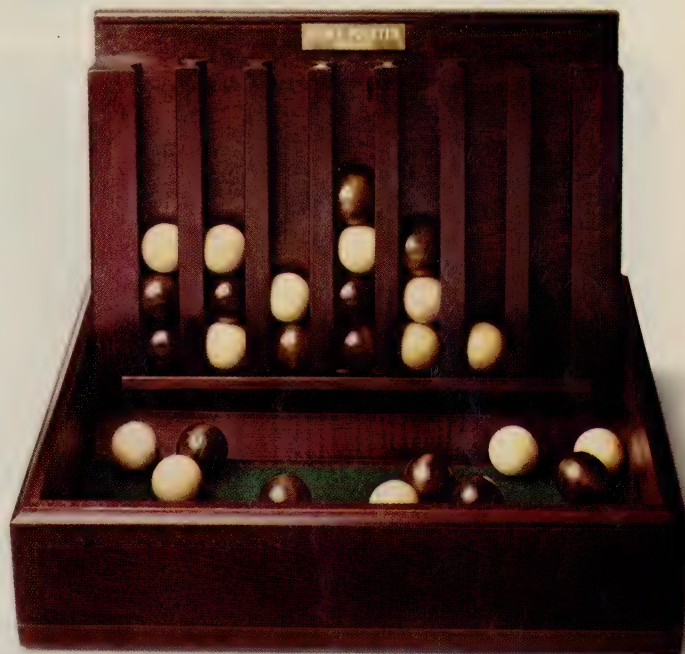
During distillation it required that he virtually live beside the still.

Moreover, it demanded that he remain constantly alert, awake and aware so that, regardless of the hour—day or night—he could seize the moment when it came.

Le Passe Temps is the game the distillers originally whittled from Limousin Oak to play as they waited.

Now, in honor of their art, we are pleased to make available, in a very limited offering, replicas of the original *Le Passe Temps*. Made of hand rubbed hardwoods, elegantly embossed with the Remy Martin Centaure.

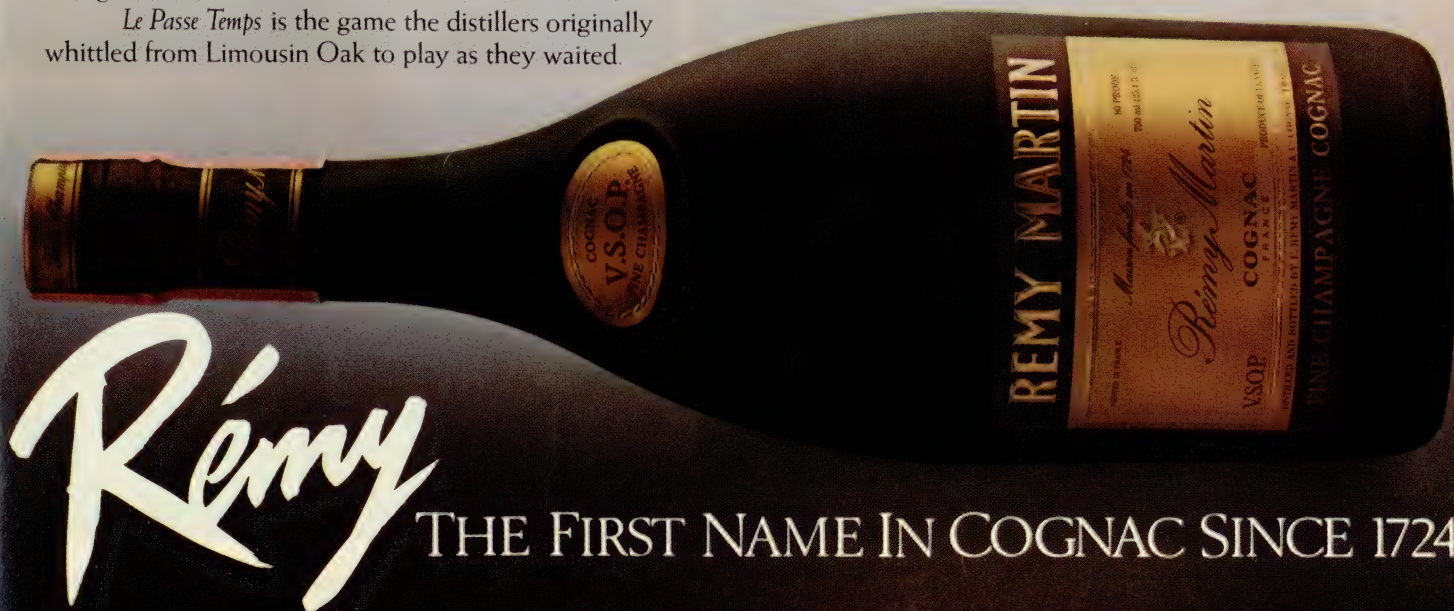
The price is \$39.95. (Add state tax where applicable.)



It can be ordered only through your local spirits merchant. Look for the order forms on the display wherever Remy Martin Fine Champagne Cognacs are sold.

Then, as you savor our cognac, you can play the game that kept us ahead of the game for over 250 years.

Sole U.S.A. Distributor, Foreign Vintages, Inc. Jericho, N.Y. Cognac 80 Proof. Offer is void where prohibited by state law.



Remy THE FIRST NAME IN COGNAC SINCE 1724.

CANNONBALL THE PUZZLE

★★★

PHOTOGRAPHS BY STEVE BEHR

You, too, can experience the thrill of a cross-country challenge, even if you missed Cannonball, The Race (*Games*, January/February 1978) and Cannonball, The

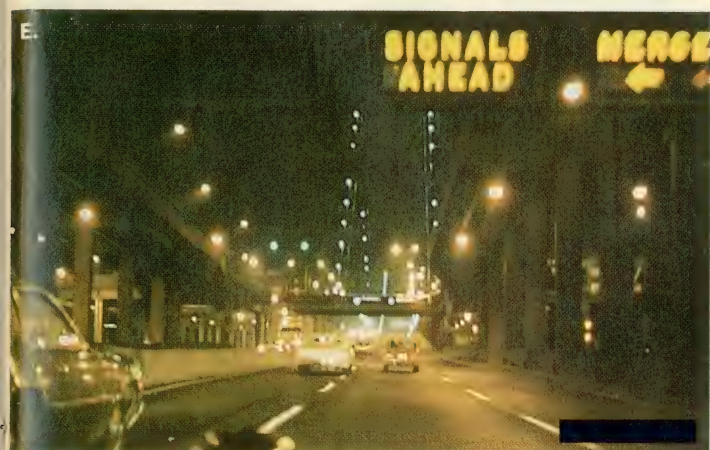
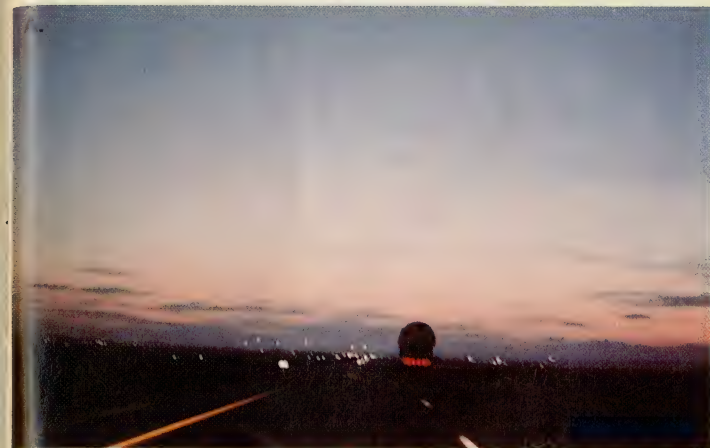
Movie (Twentieth Century-Fox, 1981). Your guide, Steve Behr, is a professional racer who won the "official" 1972 Cannonball—an event in which the objective is simply

to drive from one coast to the other in the shortest possible time. On June 6 of this year, at 10 P.M., E.D.T., Behr got into his Porsche 928 at the Lock, Stock & Barrel Restaurant in Darien, Connecticut, and set out on his own unofficial Cannonball. Following the route shown at right, he reached the Portofino Inn in Redondo Beach, California, 45 hours and 17 minutes later—a new record for a solo trip.

Your task is to put all 14 photos—which Behr took at

various intervals along the way—in chronological order. Road signs, time of day, and terrain are all clues, and you may assume that the camera is always facing west (or close to it). *Answer Drawer, page 88*





WHO'S BURIED ★☆ IN GRANT'S TOMB?

and other not-so-dumb questions

By Chuck Reichblum

Remember the 1950s TV quiz show "You Bet Your Life"? Whenever a contestant struck out on all questions, host Groucho Marx asked him—for \$50 and a few laughs—a question like "Who's buried in Grant's Tomb?" The questions below also seem like money in the bank. But don't bet your life on it.

Answer Drawer, page 94

1

How many gallons does a ten-gallon hat hold?

2

The American warship "Old Ironsides" was made of what material?

3

How many vertices are on a five-pointed star?

4

What metal is the nickel coin primarily composed of?

5

When does the famous "Oktoberfest" in Munich, Germany usually begin?

6

Where did the game of Chinese checkers originate?

7

In which state was playwright Tennessee Williams born?

8

In what country were Panama hats first made?

9

Where was the Battle of Bunker Hill fought?

10

What country has the world's largest Spanish-speaking population?

11

The Canary Islands are named for what animal?

12

Where did the Battle of Waterloo take place?

13

In what season does the action take place in Shakespeare's *A Midsummer Night's Dream*?

14

Where does banana oil come from?

15

What kind of food is headcheese?

16

From what animal does the catgut used to make tennis racquet string come?

17

How many years did the Hundred Years War between England and France last?

18

Who invented Venetian blinds?

19

Who wrote the Monroe Doctrine?

20

What do honey bees collect?

21

Where was the Woodstock Festival held?

22

What are camel's hair brushes made of?

23

What kind of musical instrument is the English horn and where was it invented?

24

What are lead pencils made of?

25

Who is buried in Grant's Tomb?

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Aftershave For Any Sport

Can you decipher these Word Doodles and some
of the sports DENIM® goes well with?

| | | | |
|---|--|--|--|
| 1 DISTANCE Climbing | 2 LESODUB TENNIS Mixed Doubles Tennis | 3 BALL Football | 4 COUNTRY COUNTRY Cross Country |
| 5 FISHING Deep-Sea Fishing | 6 esroh riding Horseback Riding | 7 SKIING Downhill Skiing | 8 alai Jai Alai |
| 9 MOUNTAIN Mountain Climbing | 10 JUMP JUMP JUMP Triple Jump | 11 skATING Figure Skating | 12 LA ✱ Lacrosse |

(1) Long-Distance Running, (2) Triple Jump, (11) Figure Skating, (12) Lacrosse Climbing, (10) Triple Jump, (11) Figure Skating, (12) Lacrosse



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This Christmas get into the cool
fragrance of Denim®. Ask her for a
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help make this Christmas very exciting.



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DENIM

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COLLECTOR'S ADDITION★☆☆

Here's a new kind of "cipher" puzzle. Each of these images should suggest a number. If you identify all 45 images that we planted, their numbers will add up to 6,096,508, a sum that has a refreshing lack of significance.

Unless the number is part of a common phrase or title (four-leaf clover, for example), none of the images requires you to count or measure anything, or to place it in time. Also, the weight or quantity of a product is irrelevant.



Collage by Dennis Pohl

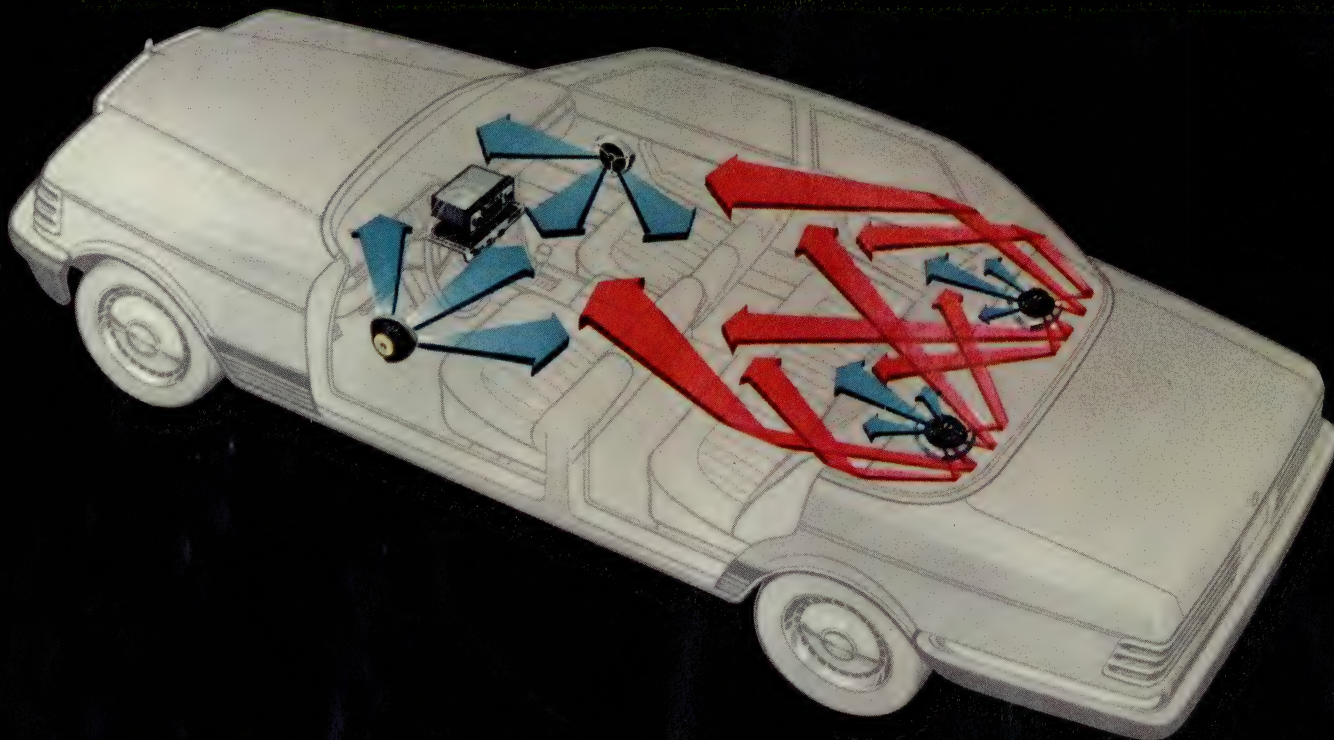
Each image is intended to suggest *one and only one* obvious number (some numbers appear more than once). If you enjoy the hunt for other, less obvious numbers, let us know how many you find.

Answer Drawer, page 88



1

The First Fundamental Difference



Direct/Reflecting® Speakers in the Bose® Car Stereo System.

The Bose Car Stereo System is fundamentally different from conventional car stereo components. It is designed as an integrated system. It is tested to withstand the demanding requirements of the automotive environment. And it is engineered to include innovations like Active Electronic Equalization and Direct/Reflecting® Speakers.

This is the first in a series examining each of the fundamental differences more closely.

Most of the sound you hear at a live performance is *reflected* off the walls, floor and ceiling of the



concert hall. Very little sound comes directly from the source. This natural combination of reflected and direct sound is what makes live music sound "live."

Unlike conventional direct-radiating speakers, the Direct/Reflecting® speakers in the Bose

Car Stereo System are specifically designed to recreate a natural-sounding balance of reflected and direct sound energy.

Adjustable speaker grilles reflect music off the windows and walls of your car for lifelike spaciousness and clarity that can only be compared to a live performance—even individual instruments in an ensemble can be distinguished one from another!

To hear the difference yourself, ask your authorized Bose dealer to compare the Bose Car Stereo System with any other car stereo. The difference is fundamental.

For more information and the name of your local dealer, write Bose Corporation, Department GM, The Mountain, Framingham, Massachusetts 01701.

LISTO MANIA

UNCLASSIFIED INFORMATION ★★

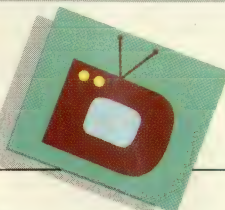
by Irving Wallace, David Wallechinsky,
Amy Wallace, and Sylvia Wallace

From the Ten Commandments to the Ten Best-Dressed, lists have been with us since before we could put pen to paper. Everybody makes them, whether they mean to or not. But Irving Wallace and family have turned this pastime into a passion, compiling more than 650 lists in their two-volume epic, *The Book of Lists*. Here's a sample of some of their most intriguing, amusing, and surprising efforts—only thing is, we've left out the titles that tie each group together. Can you figure out the subject of each list?

Answer Drawer, page 88



1. Catherine the Great had her hair brushed.
2. Shirly Chisholm takes a bubble bath.
3. Winston Churchill alternated between twin beds.
4. Alexander Dumas père, at his doctor's suggestion, ate an apple every day at 7 A.M. under the Arc de Triomphe.
5. Cary Grant watches old movies on TV.
6. James Thurber rewrote Poe's "The Raven" from the viewpoint of the bird.



- | | |
|--|----------------------------------|
| 1. <i>Casablanca</i> | 6. <i>The African Queen</i> |
| 2. <i>King Kong</i> (1933) | 7. <i>The Birds</i> |
| 3. <i>The Magnificent Seven</i> | 8. <i>Citizen Kane</i> |
| 4. <i>The Maltese Falcon</i> | 9. <i>Miracle on 34th Street</i> |
| 5. <i>The Adventures of Robin Hood</i> | 10. <i>Girls! Girls! Girls!</i> |



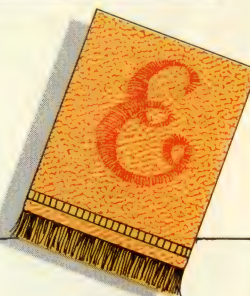
1. "I'm a bus driver and want some information on how to become a shepherd."
2. "I want to have a child but don't even have a boyfriend. Can you line me up with somebody?"
3. "I hear there's life after death. If that's true, can you put me in touch with my uncle Leroy Albert from Victoria, Texas?"
4. "Will you please send me all the information you have on the rhythm method? I'm learning how to dance."
5. "I'm a 50-year-old widow and my doctor says I need a husband or the equivalent. Would it be all right if I borrowed my sister's husband? It's all right with them."
6. "My husband burns the hair out of his nose with a lighted match. And he thinks I'm crazy because I voted for Goldwater."
7. "I can't trust my husband. He cheats so much I'm not even sure my last baby is *his*."



1. Philtrum
2. Eponychium
3. Glabella
4. Otoliths
5. Phalanx



1. Aspirin
2. Cellophane
3. Corn flakes
4. Cube steak
5. Dry ice
6. Escalator
7. Kerosene
8. Lanolin
9. Linoleum
10. Mimeograph
11. Nylon
12. Raisin bran
13. Thermos
14. Trampoline
15. Yo-yo
16. Zipper



1. Murder of Agamemnon
2. Archimedes' discovery of the Law of Physics
3. Jean-Paul Marat's assassination
4. Richard Wagner's inspiration for his final opera, *Parsifal*
5. Chessplayer Paul Morphy's death
6. French writer Edmond Rostand's writing of *Cyrano de Bergerac*
7. The fall of Norway's King Haakon VII

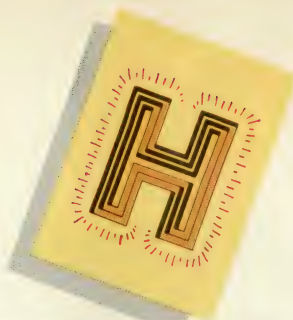
(Continued on page 30)

L I S T O M A N I A

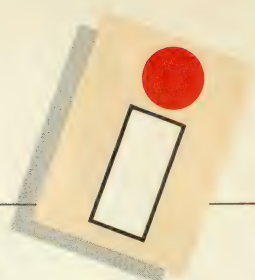
(Continued from page 29)



1. Susan B. Anthony
2. Ludwig van Beethoven
3. J. Edgar Hoover
4. Joan of Arc
5. Ralph Nader
6. Florence Nightingale
7. Henry David Thoreau
8. Isaac Newton



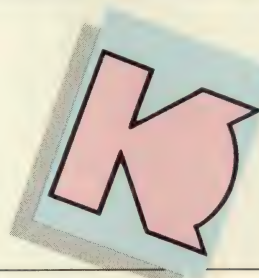
1. The San Francisco-Oakland Bay Bridge (\$40,000,000)
2. The *Titanic* (\$3,019,400)
3. The voice of N.Y. Metropolitan opera star Rise Stevens (\$1,000,000)
4. Fred Astaire's legs (\$650,000)
5. The crossed eyes of comedian Ben Turpin (\$500,000)
6. The comedy team of Bud Abbott and Lou Costello: against disagreement between them (\$250,000)
7. The legs of WWII pinup Betty Grable (\$250,000)
8. Jimmy Durante's nose (\$140,000)
9. Sonja Henie's ice skates (\$250,000)
10. Four pairs of special elasticized wool trousers used by flamenco dancer Jose Greco (\$3,920)



1. Lucille Ball
2. Sarah Bernhardt
3. Winston Churchill
4. Emily Dickinson
5. Arthur Godfrey
6. Thomas Jefferson
7. Katharine Hepburn
8. Rod Laver
9. William Shakespeare
10. Beverly Sills



1. George Washington's laundry bill (\$1,100)
2. Swedish philosopher Emanuel Swedenborg's skull (\$2,850)
3. A one-seater 19th-century American oak outhouse (\$140)
4. The London Bridge (\$2,460,000)
5. 180,000 Egyptian mummified cats (3.15 shillings per ton)
6. Coca-Cola gum wrapper, circa 1908 (\$90)
7. Shrunken head of a New Zealand Maori (\$20,400)
8. Judy Garland's false eyelashes (\$125)



- | | |
|---------------------|-----|
| 1. African elephant | 640 |
| 2. Rhinoceros | 560 |
| 3. Giraffe | 450 |
| 4. Cow | 280 |
| 5. Orangutan | 275 |
| 6. Human being | 267 |
| 7. Reindeer | 246 |
| 8. Panther | 93 |
| 9. Kangaroo | 40 |
| 10. Rabbit | 31 |
| 11. Hamster | 16 |
| 12. Opossum | 13 |



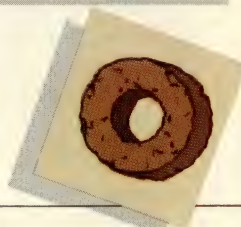
1. Ann-Margret
2. Dyan Cannon
3. Eydie Gorme
4. Patty Hearst
5. Vicki Lawrence
6. Eleanor McGovern
7. Cybill Shepherd
8. Dinah Shore
9. Carly Simon
10. Lily Tomlin
11. Raquel Welch



1. Eyeglass frame with adjustable rear-view mirror
2. Power-operated pool cue
3. Toilet lid lock
4. Combination deer-carass sled and chaise lounge
5. Carry-all hat with a cavity for cosmetics, jewelry, etc.
6. Fluid-operated zipper
7. Baby-patting machine to put a baby to sleep
8. Electronic snore depressor to shock the snorer



1. A doctor gave a man six months to live . . . but he couldn't pay his bill . . . so the doctor gave him another six months.
2. My wife is a light eater . . . as soon as it's light, she starts to eat.
3. I once wanted to become an atheist, but I gave it up—they have no holidays.
4. My grandson was so ugly when he was born, the doctor slapped his mother.
5. Take my wife—please.



1. Horseshoe Crab
2. Ginkgo Tree
3. Dawn Redwood
4. Okapi
5. Bristlecone Pine
6. Australian lungfish
7. Crocodile
8. Stephens Island Frog
9. Duckbill platypus
10. Turtle



DRAMBUIE OVER ICE WITH THE SUNDAY PUZZLE.

Grand Prize
A BOSE Car Stereo System
Five Runner-up Prizes
A Games T-shirt

A GAMES CONTEST ★★

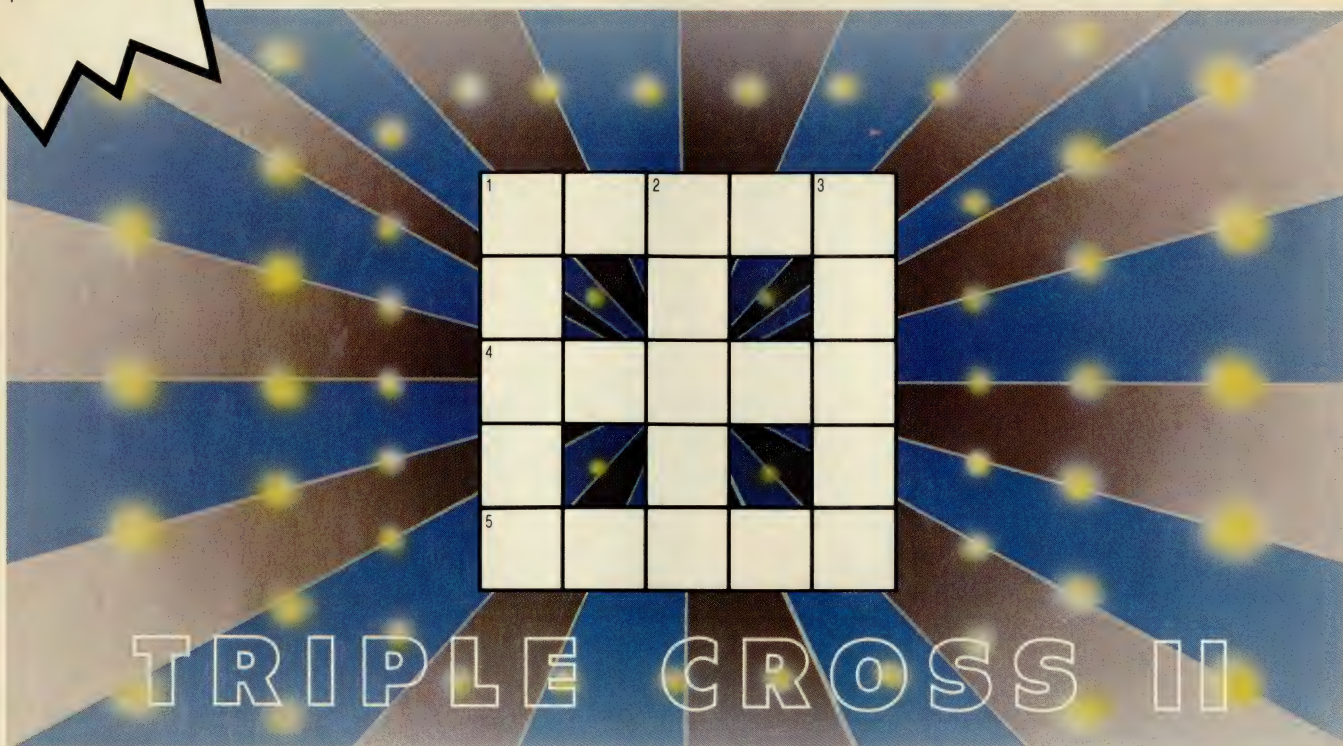


Illustration by Jim Cherry

Fill in the crossword grid with six different 5-letter words using letters that score as high as possible.

The first Triple Cross Contest (March/April 1980) turned out to be our most popular word competition ever, so we've decided to alter the challenge and give everyone a fresh opportunity to try it. This time the scoring system reflects the relative difficulty of placing certain letters of the alphabet in a crossword grid.

The Challenge Fill in each of the 21 blank spaces in the grid above, so that six 5-letter words are formed, reading left to right and top to bottom as in a crossword puzzle. Letters may be repeated in the grid, but *all six 5-letter words must be different.*

Scoring After filling out the grid, determine your score by using the following letter values:

| | |
|------------------------|----------------|
| A, E, I, N, O, R, S, T | 1 point each |
| C, D, H, L, U, | 3 points each |
| F, G, M, P, Y | 5 points each |
| B, K, V, W | 7 points each |
| J, Q, X, Z | 10 points each |

On the scorecard, or a facsimile, enter the values for the letters in each of your six words, then add these six word-scores together to determine your total score.

Example: Suppose your completed puzzle is the following:

| | | | | | |
|---|---|---|---|---|---|
| 1 | L | A | U | G | H |
| | A | P | | | |
| 4 | M | O | P | E | D |
| | B | E | | E | |
| 5 | S | U | R | F | S |

To figure out your score, you first add up the letter values for the word LAUGH: L is worth 3; A is worth 1; U is worth 3; G is 5; and H is 3. The score for LAUGH is $3 + 1 + 3 + 5 + 3 = 15$. On your scorecard, you would enter 15 as your score for "1 Across," since LAUGH is 1 Across in the grid. You then repeat the process for the other 5-letter words in your grid. In the example, MOPED scores 15; SURFS scores 11; LAMBS scores 17; UPPER is worth 15; and HIDES is valued at 9. Your total score, therefore, would be $15 + 15 + 11 + 17 + 15 + 9 = 82$.

Note that the letters which appear in two words are counted in both words.

Acceptable Words All words used in the grid must appear in *Webster's Third New International Dictionary* (Unabridged) as single, unabbreviated, nonhyphenated, noncapitalized words. They must either be listed in the main body of that dictionary—whether as main entries, inflected forms such as plurals or past tenses, or derivative words listed in boldface under main entries—or be clearly implied from Section 4 of the Explanatory Notes. Words appearing only in the Addenda are not acceptable.

Winning The entry with the highest total score wins. If any ties occur, they will be resolved in favor of the entry containing the word that comes first alphabetically. If ties still remain, alphabetical priority of the remaining words on each entry will decide. Ties among identical entries will be broken by random drawing.

Additional Requirements You must fill out your Scorecard and submit it with your completed entry grid. You may enter this contest as many times as you wish, but each entry must be mailed under separate cover. **IMPORTANT:** On the back of your envelope, write your total score and circle it. **Entries must be received by December 1, 1981.**

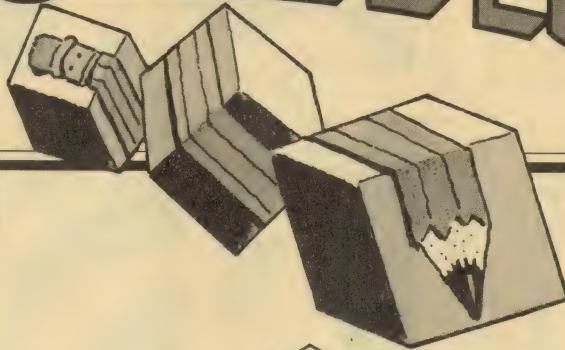
SCORECARD

| | Word-score |
|----------|-----------------------|
| 1 Across | — + — + — + — + — = — |
| 4 Across | — + — + — + — + — = — |
| 5 Across | — + — + — + — + — = — |
| 1 Down | — + — + — + — + — = — |
| 2 Down | — + — + — + — + — = — |
| 3 Down | — + — + — + — + — = — |
| | Total score = — |

Name _____
Address _____
City _____ State _____ Zip _____

Clip this page (or copy your answer grid and scorecard) and mail to: **Triple Cross II, Games Magazine, 515 Madison Avenue, New York, NY 10022. Entries must be received by December 1, 1981.**

PENCILWISE



Illustrations by Kurt Vargo

Three-Dimensional Crossword ★

by Keith Lewis

Here is—literally—a new angle on crossword puzzles. Words read in three directions around the cube, as indicated by the arrows labelled A, B, and C. Some words, you'll note, continue from one face to another. Can you complete the puzzle without stumbling over any mental blocks? *Answer Drawer, page 88*

CLUES A

- 1 Channel selector
- 2 Movie killer whale
- 3 Paper crates:
2 wds.
- 4 Rounded hill
- 5 Tax grp.
- 6 Intimidates
- 10 Fortune-teller
- 14 Crammed into
- 15 Tennis star Arthur
- 16 College head
- 18 Title ____
(Monopoly card)
- 20 12-inch record
- 26 Indonesian island
- 30 Someone ____
(not mine)
- 33 Invites
- 34 Ike and ____ Turner
- 35 Former Cosmos
player
- 41 Animal's lair

CLUES B

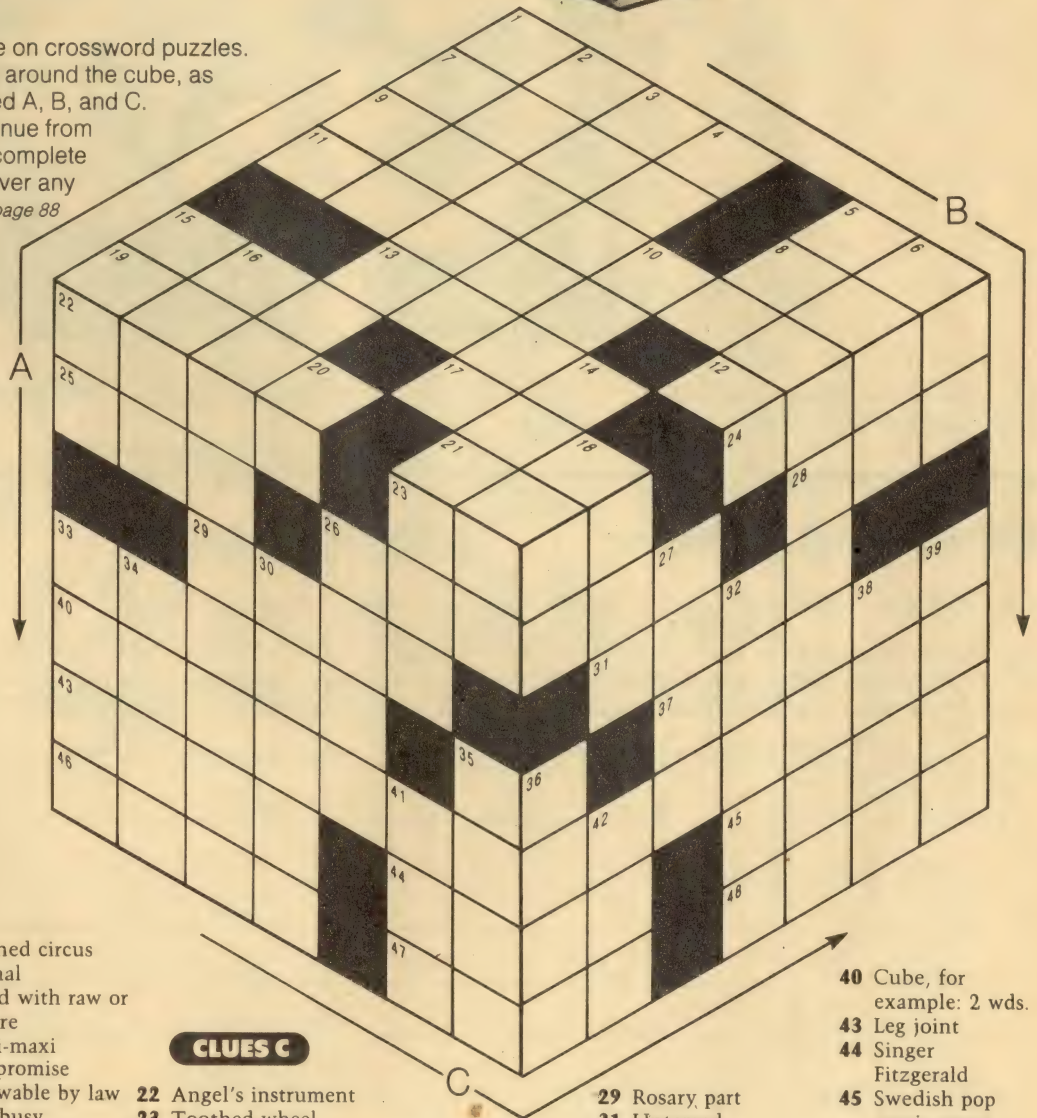
- 1 Pier
- 5 Frosted the cake
- 7 Ayatollah's land
- 8 Site of the
Colosseum
- 9 This puzzle is
one: 3 wds.
- 11 Soup-serving spoon
- 12 "Quiet!"
- 13 Huffed and puffed
- 15 Much ____ About
Nothing
- 17 Do a second sketch

- 19 Trained circus
animal
- 21 Word with raw or
square
- 27 Mini-maxi
compromise
- 32 Allowable by law
- 36 Not busy
- 38 Spheres
- 39 Affirmative votes
- 42 Popular craze

CLUES C

- 22 Angel's instrument
- 23 Toothed wheel
- 24 Third-base
runner's goal
- 25 Conclusion
- 26 Chaos
- 28 Hot-line color
- 29 Rosary part
- 31 Untamed
- 33 Coral island
- 35 About 3.1416
- 37 Wooden duck

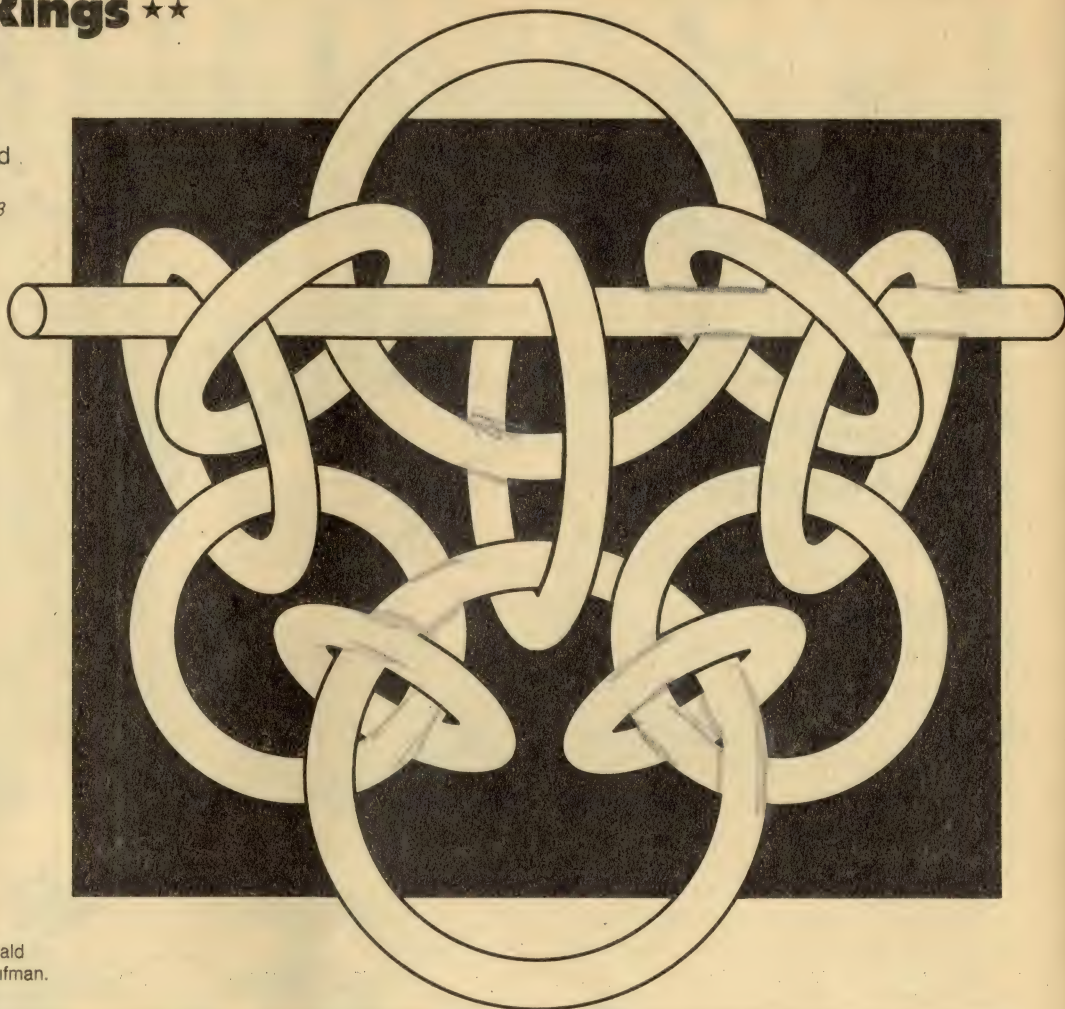
- 40 Cube, for
example: 2 wds.
- 43 Leg joint
- 44 Singer
Fitzgerald
- 45 Swedish pop
music group
- 46 Pert backtalk
- 47 Must have
- 48 Not as much



The Linking Rings ★★

by Gerald Kaufman

Can you complete this sketch to show five rings looped on the rod and all intersecting rings linked together? *Answer Drawer, page 88*



From *The Book of Modern Puzzles* by Gerald Kaufman. Copyright © 1940 by Gerald Kaufman.

Give and Take ★★

by Henry E. Leabo

By shifting a single letter in each pair of words below from one word to the other (without rearranging the remaining letters), you can create a pair of synonyms. The shifted letter may

come from either word. In the example, the letter R is removed from PIERCE and inserted in POTION to form the synonyms PORTION and PIECE. How fast can you find the other 17 pairs?

Answer Drawer, page 94

Ex.: POTION PORTION PIERCE PIECE

1. TINES _____ BIDS _____

2. BAWL _____ FRIGHT _____

3. SIZE _____ GRIPE _____

4. SHOVEL _____ HACK _____

5. SASH _____ CULT _____

6. RELINE _____ LICE _____

7. SURGED _____ PURRED _____

8. SPINY _____ GRATE _____

9. SHEAVES _____ CATS _____

10. SEVER _____ HEARD _____

11. LEANED _____ SARGE _____

12. SCENT _____ RAISE _____

13. ARENA _____ RAGE _____

14. CUTTER _____ LITTLER _____

15. FLOAT _____ BRING _____

16. CLOCKS _____ LATHES _____

17. FARCE _____ FONT _____

Oh, Oh! ★★

Criss Cross Puzzle

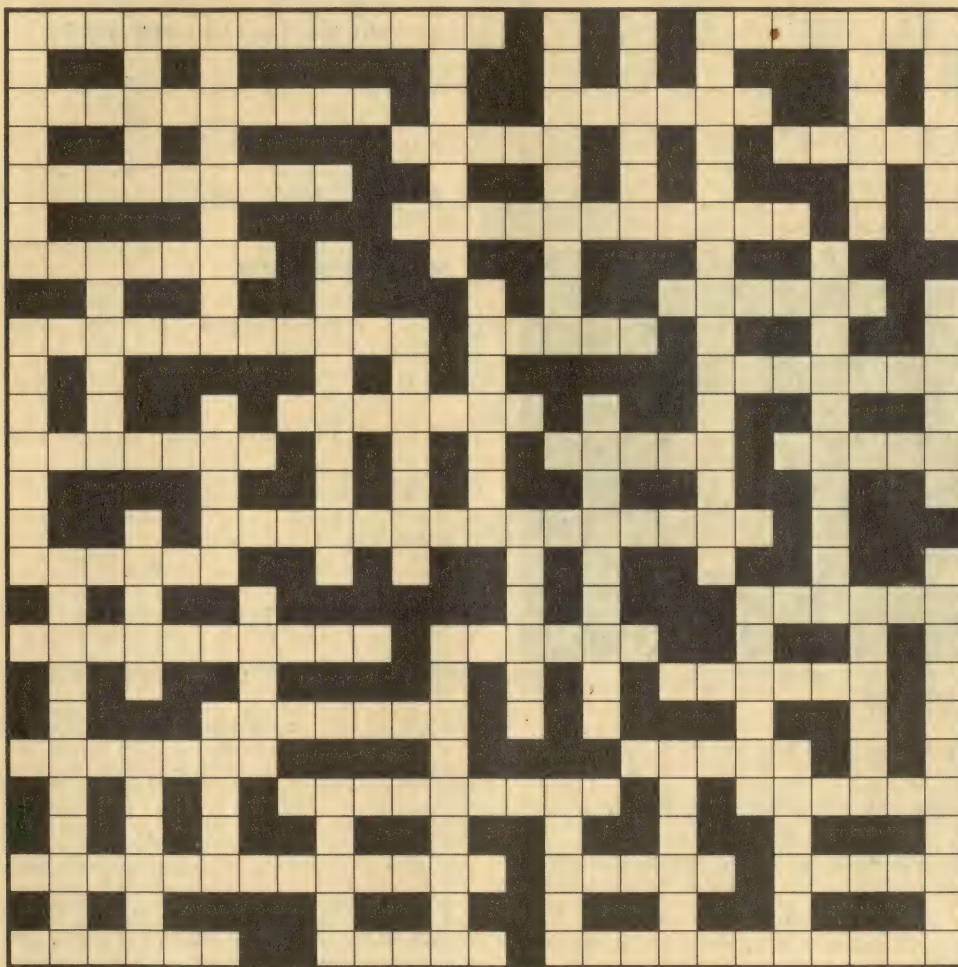
by Will Shortz

What do the 66 words and phrases below have in common? Answer: Their only vowel is the letter O. And that peculiarity is what makes this puzzle more of a challenge than you might expect. Fit the words in the grid, reading across and down, to complete the interlocking pattern. The four *Games* editors who tested the puzzle required less than a minute to identify the first

word across in the grid (13 letters) and from 8 to 35 minutes to fill in the rest.

When you're done, you might enjoy adding to our list of familiar "O" words and phrases. Some of the long ones we weren't able to use in the grid are listed in the Answer Drawer.

Answer Drawer, page 90



Five Letters

BOOST THROW
DOGGO TONTO
FROND TOOTH
GHOST
GODOT
MODOC
ON/OFF
ORLON
ORSON
ROBOT
SCOWL
SHOOT
SNOOK

Six Letters

BONGOS PHOTOS
CONDOR PONCHO
COTTON ROCOCO
DONORS SCHOOL
F TROOP TOMTOM
GODSON TORPOR
HOLD ON
HOTDOG
JOLSON
NONCOM
ODD LOT
ODDS-ON
OXFORD

Seven Letters

BOG DOWN
COMFORT
FOXTROT
KNOW-HOW
MORMONS
MOROCCO
O'CONNOR
OSHKOSH
OSMONDS
POTSHOT
SOCK HOP
WOODLOT

Nine Letters

DON KNOTTS
FOOL'S GOLD
FRONT DOOR
HOT TO TROT
JOHN BROWN
POT OF GOLD
TOLL BOOTH

Ten Letters

CHLOROFORM
FOOTSTOOLS
VOODOO DOLL

Eleven Letters

CROSS OF GOLD
DOCTOR SPOCK
KNOCK ON WOOD
MORK FROM ORK
WORD FOR WORD

Thirteen Letters

COTTON BLOSSOM
SONG OF SOLOMON

Fifteen Letters

FROM TOP TO BOTTOM
WORLD OF TOMORROW

Dszquphsbnt! ☆☆

by Norma Gleason

Below are seven messages, consisting of pithy sayings, fascinating facts, and a cartoon gag, which have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to

the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 90

1. CRYPTOON

MOJ, BVXZL NVX ZGRL MVFG
FVRGN AV WR XRTVJAXRWAG
TGZZVB BPV'M VXA VT BVJH?
WZZ O PWKG OR APG BVJZL OM
APOM ZVWLGL IXR.



2. OVER THE RAINBOW

HFB KGGMDCF AIE CBBLC
FINNDEBCC DE HFB JDCHIEQB;
HFB PDCB AIE MGGLC KGO DH
REJBO FDC GPE KBBH.

3. ABSOLUTELY LOGICAL

WEFUMVE: OJ BHVEYCAFECHV EH
OJ BSQWW? NMSS, C NQWV'E CV
ETM EHG TQSP, AFE C NQW CV
ETM LYHFG ETQE OQUM ETM EHG
TQSP GHWWCASM.

4. A CASE OF THE BENDS?

GJUGHR ZHTOSH, LNRSH
CHLMMTJF UTW NVHSTFJ BLH
LHVGJZ L GRTKTRP MVKS: CSKK,
T FGSWW RULR'W RUS CLP RUS
*XSHBSZSW *ASJI.

5. NATURE'S BEST

OQEC QC UQCAXU XN EGXFPGD
OBXGP: UPPVPCA OSPFQJH—NGPOY
PEEO SJFVPA QC CX-APSXOQB,
CX-GPBRGC, TQXAPGJAJTHP
OYPHHO.

6. SIZE OR METTLE?

FJQVO BMVBRN AFJFQYV KE
DRAFJ BFJJEJXFZZ: OER BFJ'K
HRMK! SDYVY SERZP M IMJP
FJEKDYV AFJ EI OERV BFZMXVYV?

7. PATCHED UP Word divisions in this cipher have been concealed by arbitrarily putting the letters into groups of five—although the letters are still in proper order. Punctuation has been omitted to increase the challenge.

HXMIF OHOWB LBLPM UXBCM
LSHTI BNNWU ZTUMX MIHWX
MAUFO ODMKB XZAKW ZZHZK
HTNCM MIWON MTMBL ODMNI
BOKDM XMODM PXHPC KHN.

Clues

Cipher 1: Ciphertext TGZZVB is the word FELLOW.

Cipher 2: The plaintext word THE appears three times.

Cipher 3: Ciphertext ETQE suggests the word THAT.

Cipher 4: The suffixes -ING and -ITY both appear in the plaintext.

Cipher 5: The five vowels are represented by (in no order): J, P, Q, R, and X.

Cipher 6: The ciphertext SDYVY begins a question. What interrogative must it be?

Cipher 7: The word REPAIRED appears in the plaintext. Look for an eight-letter sequence with that pattern.

Target Practice ★★

by Jack Luzzatto

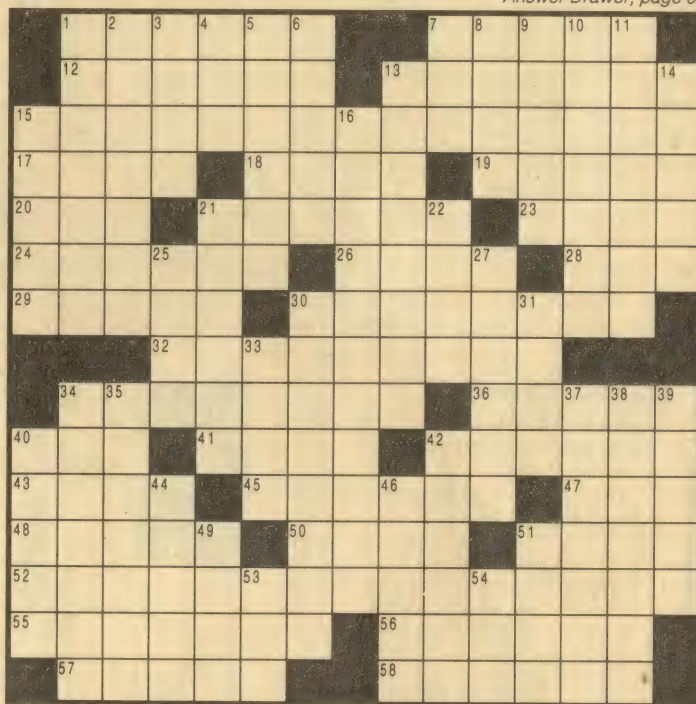
ACROSS

- 1 Update
- 7 Peeled
- 12 Poet Wylie or actress Donahue
- 13 Sang, Yule style
- 15 "A miss ____": 6 wds.
- 17 Solemn procedure
- 18 Make ____ For Daddy
- 19 Fundamental
- 20 Flavored drink
- 21 Take on more gas
- 23 Capital of Peru
- 24 Fright
- 26 Literature's Gil
- 28 The wealth of Islam
- 29 Steel city of Germany
- 30 "Fulton's Folly"
- 32 Sharp of vision
- 34 January 1-December 31: 2 wds.
- 36 "Ten ____ a-leaping ..."
- 40 Metal from Bolivia
- 41 Race in hot rods
- 42 Stress
- 43 Pack of paper
- 45 Builds
- 47 Flight formation for geese
- 48 Bypass the script
- 50 It's unique
- 51 Romantic rendezvous
- 52 "Almost!": 4 wds.
- 55 Mailed, perhaps: 2 wds.
- 56 Drool
- 57 Rider's handful
- 58 Queen of mystery
- 11 Bound
- 13 Driver in a desert caravan
- 14 Transfer picture
- 15 Seeing red
- 16 Untrustworthy spy: 2 wds.
- 21 Mr. McDonald
- 22 Former Tiger pitcher Frank, "the Yankee Killer"
- 25 Projectionist's concern
- 27 Silvery fishes
- 30 Vamoose: 2 wds.
- 31 Trace for the nose
- 33 Circular course
- 34 Arthur of the Boston Pops
- 35 With a companion
- 37 Pillager
- 38 Of an eating program
- 39 Derogatory look
- 40 Caterpillar vehicles, for short
- 42 Saunter

DOWN

- 1 Dwells
- 2 Rejoicers
- 3 Gripping device
- 4 Suspend, in Soho
- 5 He anchors a boat
- 6 Strength of whiskey
- 7 June honorees
- 8 Blooded horse
- 9 Cowboy's braided thong

Answer Drawer, page 92



- 44 El ____, historic Peruvian volcano
- 46 Spread perfume
- 49 ____ good terms (get along); 2 wds.
- 51 Jackknife, e.g.
- 53 Public conveyance
- 54 Golden State: Abbr.



Rock Collecting ★

by Gene Traub

The answer to each of the following clues is a familiar word, name, or phrase containing the word **STONE**. For example, the clue "old street material" would be answered **COBBLESTONES**. How many stones can you collect?

Answer Drawer, page 96

1. Old Faithful's location _____
2. Prehistoric family in cartoons _____
3. Icy precipitation _____
4. Famed Confederate general _____
5. Short distance away _____
6. Mick Jagger's rock group _____
7. Working diligently _____
8. Period of prehistory _____
9. Town of the O.K. Corral _____
10. Oft-kissed Irish landmark _____
11. Policemen of silent comedies _____
12. Building foundation _____
13. British monolith site _____
14. Glen Campbell song _____
15. Bombastic preacher's topic _____
16. Search meticulously _____

Through-the-House Treasure Hunt ☆☆

by Will Shortz

Last fall the *Games* staff had a party that featured a through-the-house treasure hunt. Each team of four was given a starting puzzle, the solution to which identified some place in the house where another puzzle was hidden. The solution to the second puzzle identified a spot in the house where a third puzzle awaited, and so on. In all, nine puzzles of varying types had to be solved to reach the treasure—a cache of giant chocolate bars concealed . . . well, you discover where. . .

To play at home, begin with the Starting Puzzle below. Its solution will name a location shown in one of the eight illustrations on these two pages. Jump to that picture and solve the puzzle attached to it to discover the hiding place of the next clue. Continue from one part of the "house" to the next, solving

each puzzle as you go. The last puzzle in the chain will reveal the location of the treasure (candy bars not provided).

Note that most of the puzzles have no solving directions, so the first challenge of a clue may be figuring out what to do with it. If you get stuck on any part of the treasure hunt, you'll find your "teammates" on page 93 to provide clues.

Final words to party hosts: If you stage your own treasure hunt, warn teams to take only the clues designated for them, leaving the other teams' clues hidden. If possible, vary the order of the clues so that not all teams are working on the same puzzle at once. And since every nook and cranny of your house is fair territory to the players, you may want to chase away cobwebs before the party begins.

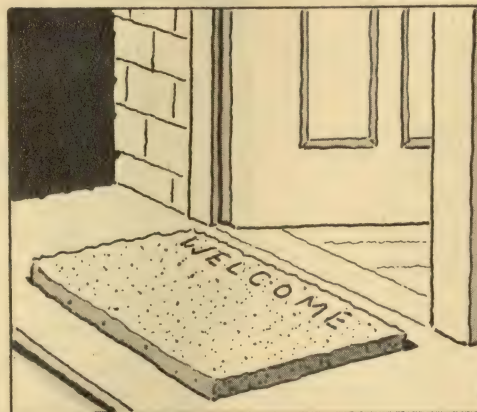
Clues, page 93

Answer Drawer, page 96

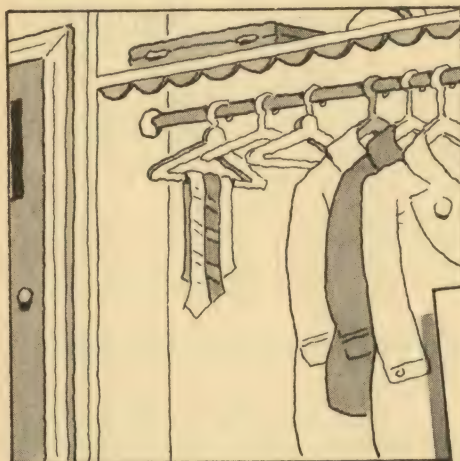
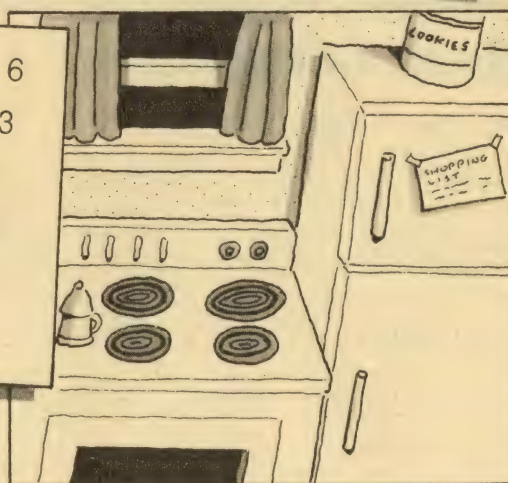
Starting Puzzle

Alphabetize this list of words; then read columns 4 and 6.

CHERUB
DRAWER
KILOWATT
ABANDON
TURNIP
CLOTHED
EPITOME
TERROR
VIBRATE
ECHELON
HAYCOCK
DASHED
BEHOOF
UTTERED
EPISCOPAL

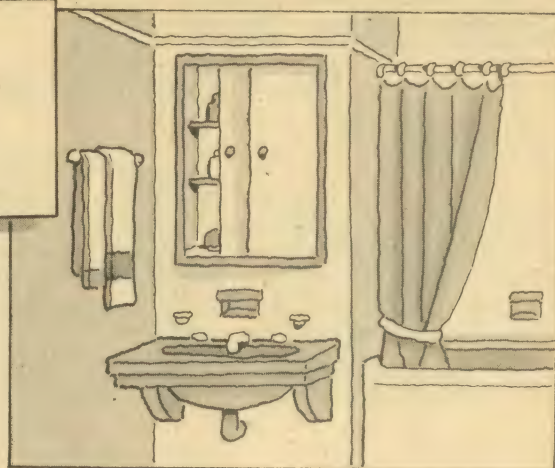


$$\begin{aligned}
 &4^2 - 1 \times .2 + 8 - 6 \\
 &\times 4 \times .75 \div 2.5 \times 3 \\
 &\div 18 \times 9 + 5 - 11 \\
 &\times 5 - 14 \times 20 - 11 \\
 &+ 5 - 11 \times 4 \div .8 \\
 &+ 4 - 14 \times 4 =
 \end{aligned}$$



KSEAJMPNFMFBSEC! GSN DMRU
CSFRUQ PDU FMCP WNLLFU. PDU
PJUMCNJU BC ZUDBEQ PDU
UEKGKFSWUQBMC.

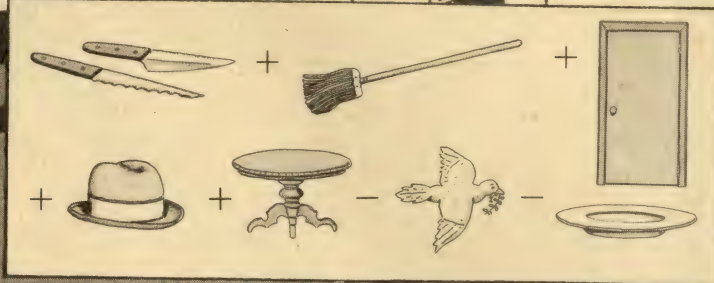
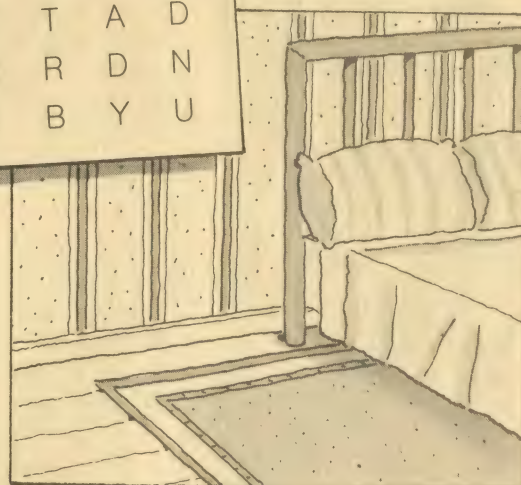
1. TRICK TAKER—15, 5, 1, 6, 19
2. BAPTISM RECEPTACLES—11, 13, 10, 8, 16
3. PAID INTO THE POT—7, 14, 17, 4, 3
4. SLEEP SOUND—20, 2, 9, 12, 18



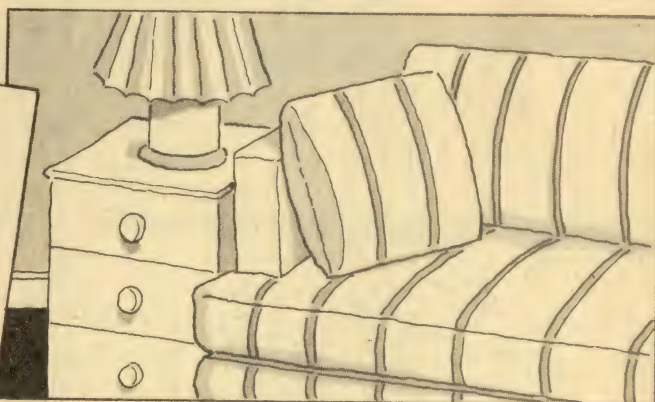
DGE EYO FRI GUR KIN
LOO NIN RTO SID TCA



P M A L R
S N E V E
H P T A D
A O R D N
D E B Y U



Lord of the Rings—Tolkien (196.7)
The Fire Next Time—Baldwin (465.8)
The Gift of the Magi—O. Henry (438.6)
Divine Comedy—Dante (145.45)
The Origin of Species—Darwin (754.4)
Martin Chuzzlewit—Dickens (179.3)
St. Nicholas magazine (294.31)



Christmas Day☆☆

A Word Hunt/Word Search Puzzle

by Edith Rudy

This puzzle is a double-feature—a word hunt and word search puzzle all in one. First, how many words of *five or more letters* can you find in the phrase CHRISTMAS DAY? As in a regular word hunt, you may repeat a letter in a word only if it is repeated in CHRISTMAS DAY (e.g., SMASH, with two s's, is allowed, but TRAIT, with two T's, is not), and you may count only one form of a word (e.g., STARCH or STARCHY, but not both). Foreign words, hyphenated words, proper names, and plurals and verbs

formed by adding s are taboo. Write your words in the space at the right below.

After you've completed your list, you'll be ready to tackle part 2 of the puzzle. How many words of five or more letters formed from CHRISTMAS DAY can you find in the angel? Words may read forwards, backwards, up, down, or diagonally, but always in a straight line. Our solution contains 68 words, one of which is circled as an example below. *Answer Drawer, page 96*

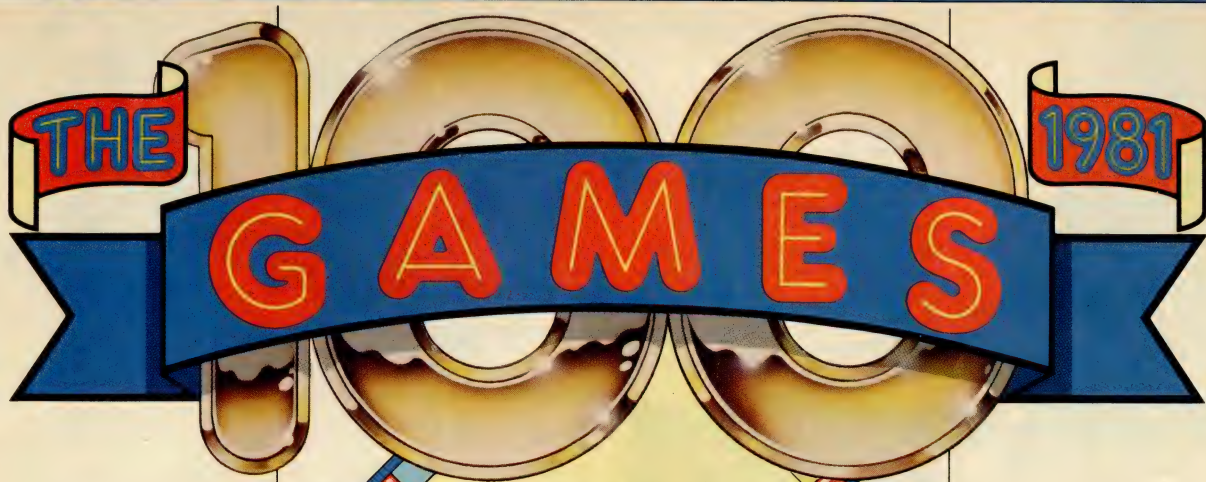
A A C Y H
 S I M R R S S
 T S H C H A C I
 S T A M T S H D A
 A Y R A D I S H A A
 A M A S S S H M A R S
 S T H M Y C M S R
 M A T S I I D A
 I H S S R I
 D S A A T
 R S I S S H
 S D I C I H R Y D Y I M T R S S
 H R T I H S S Y S S A I A A Y A A C D T R I
 M Y D R A M A T I C S S T I Y C H S I R I
 H T M A R R D S A M A T C H R Y D A C H R
 I A T M C A T Y D S A T I C I I H H Y I
 M R R A S T Y A A H C D H R M H A I
 M R S D S T Y S C T A R I S
 S M C R Y A S A D M R A T
 Y A A A A Y A R T H S A
 C R S S H I D T S T S T I Y
 C S H R I S T A M R D D A D S
 Y A H A A C T H H D I A R Y I
 M R Y S S A S Y S C D A S R R
 A S A D Y A R A M A C C H C M A
 R S S T D A D A C A H D R C
 E S Y R Y I T C H A A I R
 D T I T S A C S I M R S D
 A I H S A I C D T T S T M R
 S T A T Y C R H Y A A S A M
 A H S M D Y A A A S H R R H
 I R R S I S M T H Y C H C R
 I S U A S M S Y D A C A A S H D
 H I D R A I S T M T Y C Y D H Y
 I S Y M R A S H Y A S M A S H D
 H Y R A C S C I T Y T I C C H R
 I S H T T A A Y D A R H H A A C
 D C H I R M R S S Y I T T Y C
 H R I D I S A R M S H T
 A M S A Y A S D A
 D I R S I T C H Y

Word List

Par Score: 45. Our list of 68 common words and 15 less familiar words is found on page 92.

CHRISTMAS DAY

STARCHY



FAVORITES OF THE EDITORS OF GAMES MAGAZINE

Edited by Phil Wiswell

For some of us here at the magazine, selecting our favorite games for inclusion in *THE GAMES 100* is the most pleasant task of the year. These are the games that collect no dust on our shelves, the ones we like to relax with after a hard day, the ones we like to turn people on to. But don't get the idea that the process of choosing our personal favorites is easy work—er, play. We must have seen 1,000 new games this year alone, only 30 of which survived the gruelling play-testing sessions. Our review panel—staffers Jamie Adams, Wayne Schmittberger, and myself, and contributing editors Sid Sackson and Bernie De Koven—adheres to the motto that “When the playing gets tough, the tough get playing.”

The major additions this year were to the categories of strategy, electronic, and adventure games, though there are also some new card, family, and action games as well as puzzles. You'll find a motorized construction set, harmless dueling swords, a programmable tank, games of evolution and of nuclear

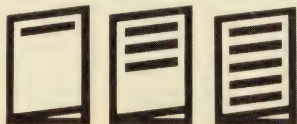
war, ancient games like go and senet, an indoor shuffleboard set, and a play-by-mail spacewar game in which you never have to face your opponents! Not surprisingly, many of our old favorites are included again this year.

For every game, we aim to give you a player's-eye-view of what's under the shrink-wrapping. Following the symbols (see below) will give you much information at a glance about each game, and its special appeal, telling you approximately 1) how easy or difficult a game is to get into, 2) the average playing time, and 3) the mix of chance, strategy, and action involved. New games are denoted by a red dot, and games previously reviewed or featured in this magazine are so indicated by a parenthetical reference to the issue date (J/F 81 would be the January/February 1981 issue, and so on). The postage stamp means you can order the item from *Games*.

Now, are you ready for a stroll through the game store of our dreams? We think you'll find something for yourself there. —P.M.W.

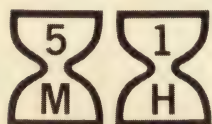
Photographs by
Stan Fellerman

ENTRY LEVEL



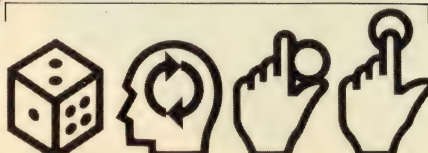
EASY MEDIUM DIFFICULT

PLAYING TIME



MINUTES HOURS

GAME TYPE



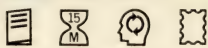
CHANCE STRATEGY ACTION ELECTRONIC

MAIL ORDER





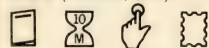
● **ACE OF ACES** (Nova Game Designs, \$14.95).



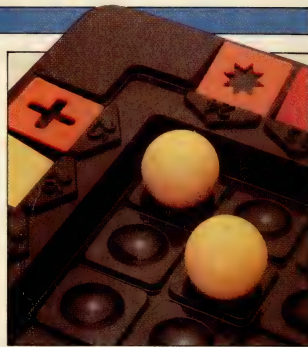
Ace of Aces is an ingenious WWI dogfight game contained in two small books. Pages show cockpit views and a list of maneuvers. Players select a maneuver and then compare their books, which direct them to new pages that show where the planes wind up. Quick, easy, and portable.

(J/F 81, p. 52)

● **AIR TRAFFIC CONTROLLER** (Bandai, \$50).



This game of dexterity and reaction time puts you in an airport control tower. Incoming and outgoing flights, all traveling at different speeds and altitudes and on different flight paths, must be skillfully juggled . . . or else.



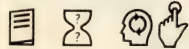
● **BLACK BOX** (Parker Brothers, \$11).



One player secretly hides four or five balls in an 8 x 8 grid. The opponent then tries to deduce their locations as quickly as possible by sending imaginary rays into the box and obtaining the rays' exit locations from the hider, who must calculate the various deflections.

(N/D 78, p. 49)

● **BIG TRAK** (Milton Bradley, \$50).

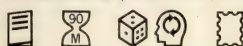


Big Trak is a battery-run tank that can be easily programmed to make dozens of intricate turns over courses hundreds of yards long. (One editor here sends it to

the receptionist for his mail.) A great challenge is to program Big Trak to run through an obstacle course, without pacing off the distances.



● **ACQUIRE** (Avalon Hill, \$16).



In this game, which combines the flavors of Monopoly and the stock market, players create,

build, merge, buy, and sell hotel chains. Since the object is to acquire cash, careful timing of investments (and raids on competitors' chains!) is critical to winning.

● **BASEBALL 3** (Entex, \$50).



The secret to success in this game is pitching. The detachable pitching control should be hidden from the batter's view entirely—and he should be made to sweat by mixing the six different pitches. With one or more men on base, stay with the breaking stuff and forget the fastball—he'll knock that over the fence.



● **BIG BOGGLE** (Parker Brothers, \$12).



Like Boggle, its predecessor, this word game really moves fast. It's a race to form the most and the longest words using adjacent letter cubes before the three-minute timer runs out. Suitable for any number of players. (M/A 80, p. 55)

● **BALLY PROFESSIONAL ARCADE** (Astrovision, \$300).



A new company has taken over this four-year-old system this year and introduced five new games and a keyboard for converting the system to a home computer. Our favorite cartridges are the classic Gunfight, Red Baron air war, and Demolition Derby.

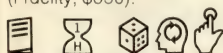
(N/D 78, p. 53; J/A 81, p. 48)





BRIDGE CHALLENGER

(Fidelity, \$350).



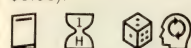
This machine can bid and play for one, two, three, or all four sides of a game, making it an

ideal teacher. The cards are read into different parts of the computer memory one by one at the deal. The computer's hands are then placed face down on a board, from which cards can be recalled by number.

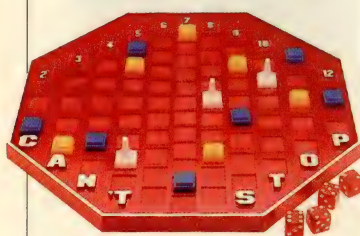


CAREERS

(Parker Brothers, \$8.50).



In this classic family game, players choose their personal formulas for success (some combination of happiness, fame, and fortune), then set out on careers which they think will help them achieve their goals. Equally good for two to six players.



CAN'T STOP

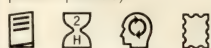
(Parker Brothers, \$10).



Can't Stop has the fast pace of backgammon, the wild gambles of craps, and the logical appeal of a numbers game. "Lucky" players can win by defying the laws of probability in this two-to-four-player race to the tops of the number columns. (J/F 81, p. 52)

CONQUEST

(Conquest, Inc., \$40 with metal pieces as shown, \$15 with plastic pieces).

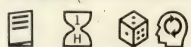


Players maneuver soldiers, horses, elephants, boats, galleons, and chariots around the mapboard in a colorful game that bridges the gap between chess and wargames. Also available in a four-player version. (J/F 79, p. 51)



CLUE

(Parker Brothers, \$9.50).

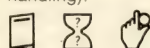


Professor Plum, Miss Scarlet, and the other characters in this 32-year-old game have become household words. Requiring at least three players, Clue is best played with four to six. We think it was Plum, in the dining room, with a candlestick. (J/F 80, pp. 13-15)

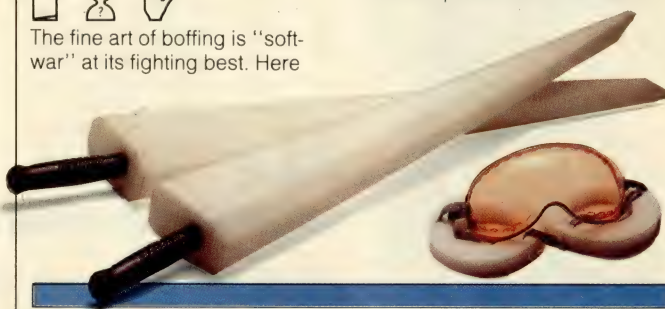


BOFFERS

(from Grand Dance Boffers, Box 02301, Portland, Oregon 97202; \$17 includes postage and handling).



The fine art of boffing is "soft-war" at its fighting best. Here



you can really slash away at your favorite (or least favorite) opponent without fear of damaging anything but his pride. Eye and ear protectors are included.



COSMIC ENCOUNTER

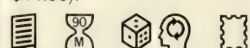
(Eon Products, \$15).



The unique premise of this game is wonderful: each player assumes the identity of an alien with one special power allowing him to break a general rule of the game that all other players must follow. Expansion kits (highly recommended at \$4 each) allow for more than four players and increase the variety of amusing confrontations. (S/O 78, p. 56)

COMPULSION

(Adventure, \$14.95).

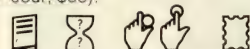


In this game you can travel on the outer board and make staid, dependable investments; or you can risk as much as you like (often the whole game is wagered!) at the race track on the inner board. For a twist, trying playing with just the horsetrack. (S/O 79, p. 55)



CAPSELA, 700 Series

(Play-Jour, \$55).



A construction set that is more than child's play, Capsela comes with instructions for making the crane shown as well as 99 other projects. The transparent parts make it easy to learn about motors, gear ratios, and transmission of energy.



COUNTERSTRIKE

(Essex Game Company, \$16).



Movement in this two-player race game is governed by dice rolls. As in backgammon, strategy is a matter of calculating the odds more efficiently than your opponent. (M/A 79, p. 43)



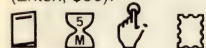
● DARK TOWER (Milton Bradley, \$40).



Two to four players circle the board, searching for and building supplies of gold and men, battling computer-controlled Brigands, and finally making an assault on the Dark Tower. The tower itself swivels so that each player alone views what happens to his own band of warriors. (J/A 81, p. 46)



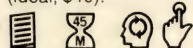
● ESCAPE 1000 MAZES (Entex, \$50).



Each maze generated by this game is different. The player tries to find footstep clues and "travel" from one end of the maze to the other, searching for magic keys. The liquid crystal display (LCD) creates a remarkably realistic three-dimensional perspective.

ELECTRONIC DETECTIVE

(Ideal, \$40).



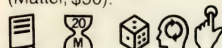
This very involving game is designed for dedicated sleuths only. Each of the 130,000 murder mysteries that the machine can generate may be approached on various levels of difficulty. You can play alone or against three other detectives.

(J/F 80, p. 49)



● ELECTRONIC DUNGEONS & DRAGONS

(Mattel, \$50).

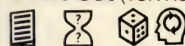


One or two players try to find a way through an invisible maze laced with treasure but guarded by a nasty dragon. The sound effects are very good (particularly the dragon awaking), and you must listen carefully, for they are your clues to what's happening.

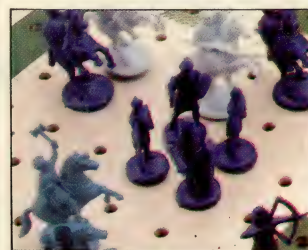
(J/A 81, p. 46)



DUNGEONS & DRAGONS, Basic Set (TSR Hobbies, \$12).



This game is actually a set of books that tell you how to create adventures in a magical fantasy world. One player designs and operates the game world, and the others play the wizards, warriors, thieves, and elves who people it. This starter set comes with a scenario for a complete adventure to help players learn the game. (S/O 79, pp. 10-12)



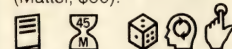
FEUDAL (Avalon Hill, \$16).



In this chess-like game for two to six players, the initial set-up is done secretly, so the game is constantly surprising. You can move some or all of your pieces whenever it's your turn, but the varying board terrain affects their mobility and their fighting powers. (S/O 77, p. 17)

● ELECTRONIC DALLAS

(Mattel, \$50).



In this game you can be whom-ever you please: Miss Lucy, Bobby, Ellie, Jock, or none of the above. Players compete against one another and the hand-held computer (who plays the role of J.R. Ewing and is programmed to cheat at random!) until one player has a net worth higher than J.R.'s and is declared the winner. More strategy than luck.



● DOMINIQUE (Great Games, \$10).



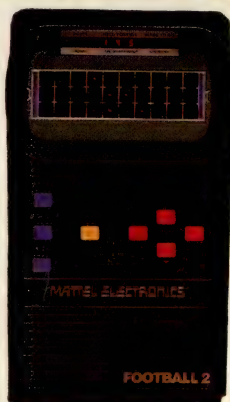
As in dominoes, two players form "hands" by picking pieces from a face-down draw pile. They then alternately place pieces on the tableau, and score by getting three or more dots of the same color in a row, column, or diagonal. Fast, colorful fun.



FOOTBALL STRATEGY (Avalon Hill, \$14).



Another Avalon Hill classic, Football Strategy is the gridiron pick of our armchair quarterbacks. Offense and defense select their plays simultaneously from the 20 available to each, and then evaluate the resulting position. Hint: a haphazard game plan will not work.



FOOTBALL II (Mattel, \$40).



Though the players are blips of light and you can't tell one team from the other, this is still our favorite electronic football field. Contrary to popular opinion, Football II is not a running game. Learn the subtleties of passing and you will make it to the hall of fame. (J/F 80, p. 49)

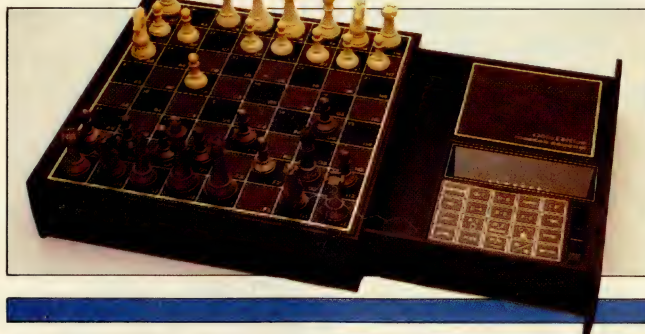
● GREAT GAME MACHINE with Morphy Edition Master Chess (Applied Concepts, \$350; \$100 for Morphy cartridge).



Not only does this machine play chess well, it even offers three different chess cartridges. Each

has special expertise either in the opening, the middle game, or the endgame, and the three can be used sequentially to create an extra-strong opponent. The machine also accepts cartridges (about \$100 each) for backgammon, reversi, checkers, blackjack, poker, etc.

(J/A 81, pp. 46-47)



● GALAXIAN 2 (Entex, \$55).

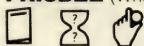


We used to be addicted to Entex's Space Invaders, but Galaxian 2 goes light years beyond.

One by one, the alien ships (controlled either by the machine or by another human) peel out of formation to attack your laser bases.



FRISBEE and MASTER FRISBEE (Wham-O, \$4 and \$6).



Lots of round plastic objects fly, but few do it as well as the Frisbee discs. They are, after all, the only true descendants of the original flying disc—tin pie-plates from the Frisbee Pie Company.



FORE-PAR TABLE GOLF

(from World Wide Games, Box 450, Delaware, OH 43015; \$88 plus postage).



Using a puck as in hockey, a

cue stick as in pool, and a course of 18 holes as in golf, this game can accommodate up to four players at a time. The equipment, as with all the games from the World Wide catalogue, is beautifully produced. (N/D 78, p. 53)



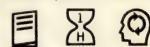
GRASS (Euro Commerce Corp., \$6.95).



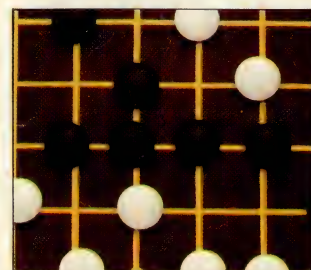
Here is a game to get really silly with. Though played with cards, the action simulates the illegal business of selling marijuana: from growing your own and getting high to stealing, cheating, and busting those you deal with.



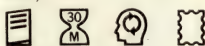
GO (Milton Bradley, \$10).



In our opinion this is the finest pure strategy game ever invented. The game developed in China and spread to Japan in the eighth century A.D. It is still played professionally in the Far East, where good players can become wealthy. The inexpensive set shown here is fine for new players.



4000 A.D. (House of Games, \$20).



One to four players start with a home star system and a number of spaceships each, which they try to increase by conquering new worlds. Though the board is flat, players maneuver their forces through three dimensions as they attempt to occupy their opponents' home systems.

(M/A 79, p. 42)

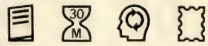


● **HEXAGON** (Avalon Hill, \$14).



A colorful game of territory and capture, Hexagon blends equal amounts of luck and skill. The player who can best judge when to push his luck and when to consolidate will win. Good for two to six players.

● **HEX-MEISTER** (John Hansen Co., \$11.95).



In this attractively produced game of abstract strategy, players try to maneuver their pieces into winning configurations of five in a line or six in a ring, while doing battle with their opponent's pieces. (S/O 81, p. 64)



● **IMPUZZABLES** (Lakeside, \$2.50 each).



These maddening little three-dimensional puzzles come in six

different "shades" of difficulty, from the easy Mellow Yellow to the extremely hard Baffling Blue. Each consists of only a few pieces, but once spilled from the container . . . well, you try it!

● **ISOLATION** (Lakeside, \$7).



As the name suggests, the object is to leave your opponent stranded on an isolated platform. Each time you move your pawn one space, you may punch out a platform anywhere on the board. The game is simple to learn, but the strategy is very tricky. (S/O 78, p. 56)



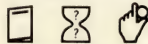
● **IMPERIUM** (Game Designers Workshop, \$10).



In this science-fiction game, one of the best space games of all time, two players fight for supremacy among the stars. The rival star fleets can contest a single battle or an entire campaign. Under the unique combat system of the campaign game, it actually pays to lose all battles but the last one.



● **IBEX** (from Ixex International, 875 N. Michigan Ave., Suite 1557, Chicago, IL 60611; \$9.95 includes postage and handling).



Is it magic? Witchcraft? Pyramid power? No, it's magnetism that allows you to perform endlessly fascinating feats that seem difficult or even impossible. Booklet and carrying pouch included.

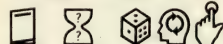
(M/J 81, p. 56)

● **INNER CIRCLE** (Milton Bradley, \$9).



This new board game for two to four players requires concentration. Four different boards are used, the top one being discarded (along with many of the playing pieces) when its holes are filled by pieces that will thereby survive.

● **INTELLIVISION, Master Component** (Mattel, \$300).



This system provides the best graphics available in a home video game, and can be converted to a home computer by

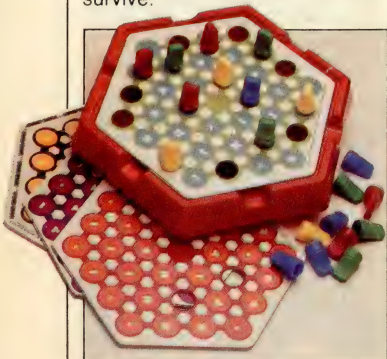
adding a Keyboard Component (\$500). Our favorite games are Space Battle with its futuristic graphics, Baseball with its sophisticated play and sound effects, and Basketball because we like the sport. (J/A 81, p. 47)



● **JUNTA** (Creative Wargames Workshop, \$13.95).



The more news one reads about Central America, the less whimsical this game appears. Each player tries to fatten his Swiss bank account while staying alive in governmental power struggles. Easily the most Machiavellian cooperation game ever invented. (M/J 80, p. 54)



"IT'S NEVER BEEN DONE BEFORE." A TERRIFYING
THOUGHT TO SOME. HERE'S TO THOSE IT INSPIRES.

Kitty O'Neil is 5 ft. 3 in.
tall, weighs 98 pounds and has
been deaf since childhood. But
that hasn't slowed her down.

She's set 26 world speed
records on land, 2 on water
and 1 on waterskis. (Includ-
ing the Women's World Land
Speed Record — with a top
speed of 618 mph.) And she
was the first stuntwoman to
perform a 180 ft. high fall
and a 90 ft. high fall while on
fire (another world record).

Kitty O'Neil has been
through a lot. And after a day
spent doing things that haven't
been done before, Kitty O'Neil
does something she has done
before: she enjoys a Cutty Sark.

Kitty O'Neil

The Scotch with a

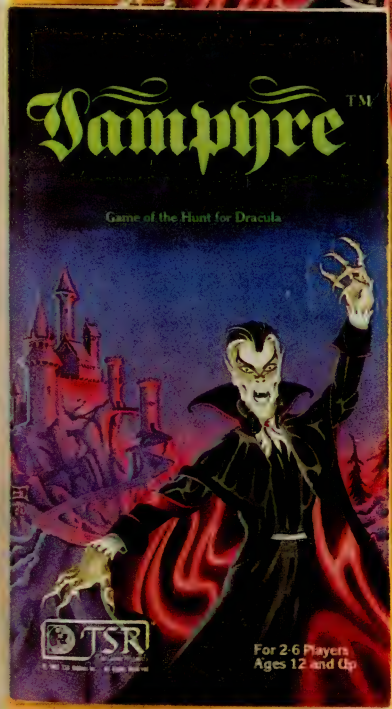
following of leaders.

CUTTY

SARK®



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Science Fiction Minigame

The people of Imirrhos want freedom, and plots are being laid to rise up and throw off Terran rule. You are based on the futuristic planet in a science fiction adventure that boils with intrigue and excitement.

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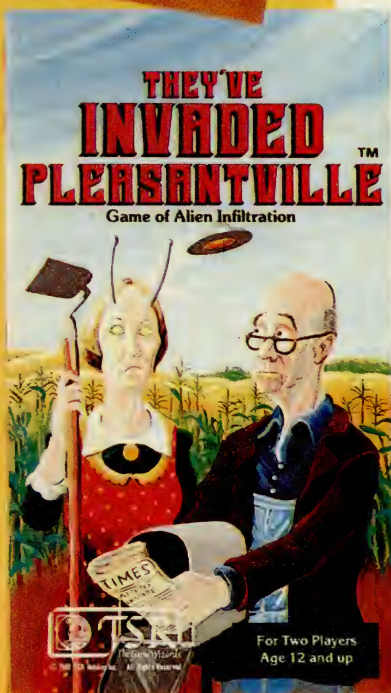
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The small unsuspecting town of Pleasantville has become a target of an alien takeover of its townspeople. Can they be stopped, or is it too late?

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Game of the Hunt for Dracula

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illegal moves, and offers automatic castling, "en passant" and pawn promotion. Its 8-level computer program will entertain the novice as well as fully extend the enthusiast. Years ahead of all other portable

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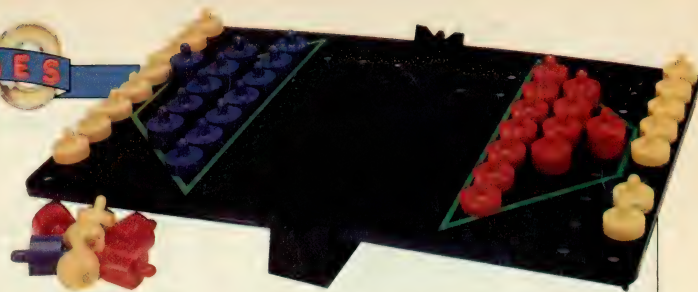
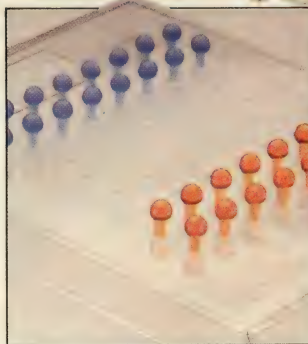
GAMES

KANGAROO (Great Games, \$10).



Kangaroo is a simple, checker-like game of capture in which the pieces must jump in order to move. Since you can jump pieces of either color, you can often find long sequences of jumps that will severely punish any looseness in your opponent's formation.

(M/J 79, p. 43)



LEVERAGE (Star Game Co., \$13).



Leverage is a game of seesaw strategy—literally. The goal is to

tip the board toward your opponent by moving pieces deep into his territory. Pieces vary in weight and in their abilities to move and capture.

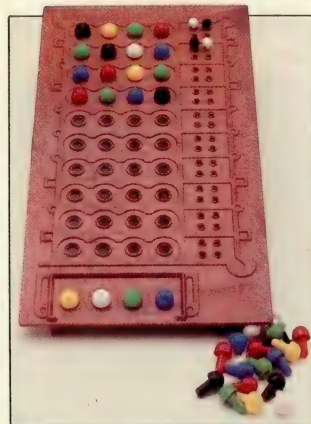
(J/A 80, p. 59)



KINGMAKER (Avalon Hill, \$14).



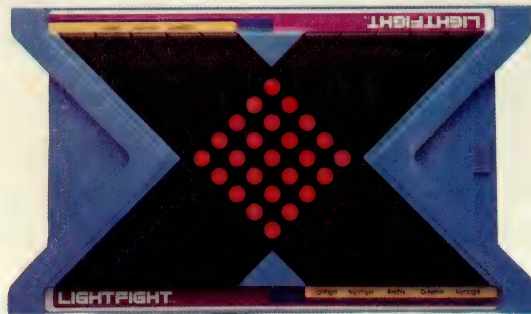
As many as seven fifteenth-century noblemen, each controlling an heir to the English throne, try to gain undisputed control of the crown, while overcoming revolts, Parliament, natural disasters, and the other players. A good wargame that will also teach you to tell one Henry from another.



MASTER MIND (Pressman, \$7).



In this Jotto-like game of deduction, one player creates a sequence of colored pegs that the opponent then tries to deduce. It has become a classic played around the world. (J/F 78, p. 48)



LIGHT FIGHT (Milton Bradley, \$40).



In this electronic tabletop unit, all five games challenge one to four players by activating a target

light that players must "hit" by pressing the correct two buttons on their side of the board. It's not only a test of reaction speed, but also of your ability to figure out the coordinates of the target light.

MICROVISION (Milton Bradley, \$50).



The first hand-held electronic game to use interchangeable cartridges (10 are available for \$18 each) and one of the first to use a liquid crystal display, Microvision has spawned a number of imitations. We recommend the Blockbuster cartridge since we've never met anyone who didn't like it. (J/F 80, p. 48)



MARRAKESH (Xanadu Leisure Ltd., \$49.50).



An addictive blend of card play, backgammon, and ESP for two players, Marrakesh is only two

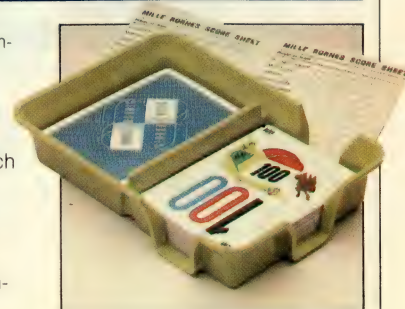
years old but has all the elements of a classic game that will endure the test of time. The beautifully designed playing equipment is a valued addition to any game collection.

(M/J 80, p. 53)

MILLE BORNES (Parker Brothers, \$6).



This card game for two to six players is a motor race in which you try to gain mileage points and prevent your opponents from doing the same by using plays like red lights, flat tires, and speed traps. It's quick, unusual, and easily learned.





MONOPOLY (Parker Brothers, \$10).



Initially rejected by both Parker and Milton Bradley as containing "fundamental errors" that the public would not accept, Monopoly has obviously overcome these perceived handicaps. It's one of the most popular games in the world, and deservedly so. (M/A 78, pp. 10-13)



OTHELLO, Tournament Set

(Gabriel, \$25).

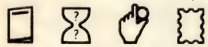


Almost identical to the Victorian game of reversi, Othello has become so popular that Gabriel now markets a computer version

and a players' association publishes a quarterly magazine. The pieces—white on one side and black on the other—are flipped back and forth as new pieces are played onto the board.

(S/O 77, p. 17)

NO JIVE YO-YO (Tom Kuhn Custom Yo-Yos, \$9.95).



Hand-carved by laser and well balanced, this yo-yo feels great in your hands. It can be taken apart and put back together in three different configurations, and comes with a booklet to teach you the trick throws.



NUCLEAR WAR (Flying Buffalo, \$9.95).



Despite the title, this card game is really light in spirit. Two to seven players poke cynical fun at the arms race by using either propaganda or missiles to destroy "foreign" populations. A launched missile cannot be recalled, and the two parties involved must then fight to the finish.

ODYSSEY² (Magnavox, \$180).



Odyssey² competes well with Atari's V.C.S. and its numerous games. Although Magnavox offers only half as many cartridges as Atari, some are unique

games that utilize a board and pieces as well as the TV screen (for example, Quest For The Rings). Our other favorites are UFO (something like Asteroids) and Blockout/Breakdown for two players. (N/D 78, p. 53)



PARCHEESI (Parker Brothers, \$10).



A simple race game adapted from the ancient Indian pachisi, this is one of the easiest board games to learn and is perfectly suited for family play. For two to six players, the more the merrier.



PASSING THROUGH THE NETHERWORLD (Kirk Game Company, \$15).



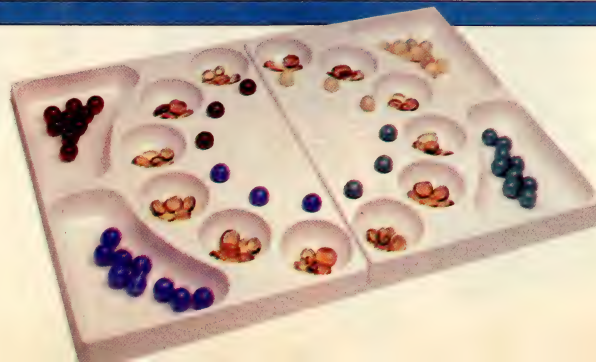
This version of senet, the ancient Egyptian game found in King

Tutankhamen's tomb, is the most faithful presentation we've seen. The 67-page instruction booklet covers the archeological history of the game as well as a rationale for the reconstructed rules.

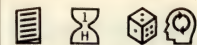
OH-WAH-REE (Avalon Hill, \$14).



There are many commercial versions of pit-and-pebble mancala games, but only this one includes rules for several of the best variations, as well as illustrative examples of entire games.



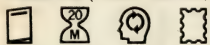
OREGON TRAIL (Fantasy Games Unlimited, \$13).



This is the best application of role-playing concepts to a board game that we've seen. Each player is a trail boss, guiding a wagon train to the golden west. Along the way, he must cope with wild animals, floods, Indians, desertion, and starvation. It may sound gruesome, but it's fun. And it can be played solitaire.



PENTE (Pente Games, \$80).

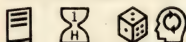


Pente is a beautiful board for playing go, ninuki-renju, and other Oriental strategy games. It also makes a nice wall decoration when not in use. A roll-up vinyl board with stones is available for \$15, but it doesn't compare with playing on the hard, silk-screened surface.

(J/A 79, p. 52)



QUINTESSANCE (from Pentagames, 316 E. 83rd St., New York, NY 10028; \$9.95 plus \$1 for postage and handling).



This abstract board game of getting power and keeping it will accommodate two to five players and is suitable for the whole family. It may be the only good board game using pentagonal spaces. (M/J 79, p. 42)



QUIRKS (Eon Products, \$12).



One to four players piece together weird creatures and plants from cards depicting various traits. The object is survival, as players evolve their beasts and plants to suit the changing climate. This lighthearted game has a simple variation for children. (J/A 81, p. 8)



REVERSI CHALLENGER

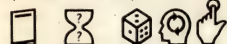
(Fidelity, \$150).



This machine plays reversi, popularized by Gabriel as Othello, from two different opening positions, has nine novice skill levels and nine expert, and plays a strong game. It also features Fidelity's patented touch-sensitive board.

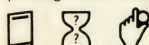
REMOTE CONTROL VIDEO COMPUTER SYSTEM

(Atari, \$299.95).

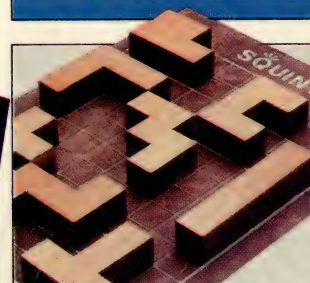
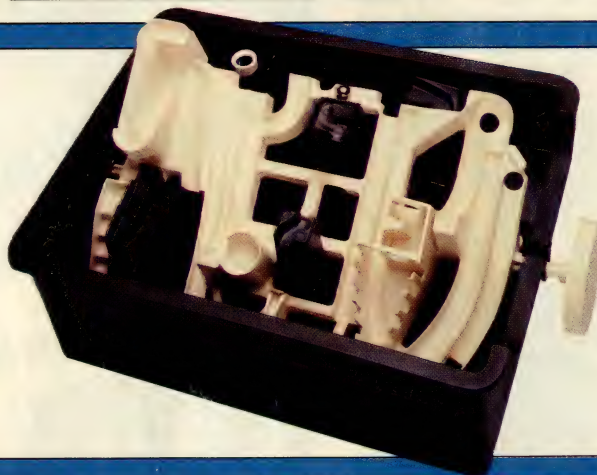


The remote control joysticks on this updated V.C.S. eliminate the cumbersome wires, and allow you to play from anywhere within 50 feet of the TV set. Adapted from the Atari arcade games of the same names, Asteroids and Missile Command give you sophisticated challenges at home. Activision cartridges like the one shown here—Dragster—also fit the system. (J/A 81, p. 47)

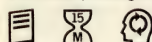
REACTRAC (from Just Games, 133 Mead Brook Rd., Garden City, NY 11530; \$18 plus \$4 for postage and handling).



This nearly impossible challenge reminds us of the classic Labyrinth taken to the nth degree. Not only do you need a steady hand to guide the ball away from drop-out holes, but you must also master about a dozen different tricks to get all the way through the maze.



QUINTILLIONS (Kadon Enterprises, Inc., 1227 Lorene Drive, Suite 16, Pasadena, MD 21122; \$29 includes postage and handling).



Numerous games and variations can be played with these 12 laser-cut wooden pieces. All are pure strategy, involving placement and rearrangement of the pieces. Also included are many solitaire puzzles that will reduce the best of puzzlersmiths to tears. (S/O 81, p. 62)

RISK (Parker Brothers, \$15).



In this classic game of global conquest, two to six players struggle against each other and the shifting tides of fortune. An advantage of Risk is that it's easy to make up new variations, tailored to your tastes.

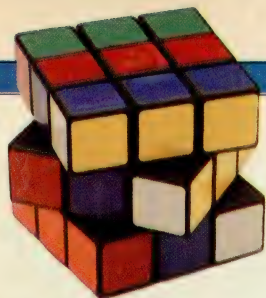


ROARING 20s (Yaquinto, \$10).

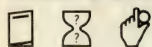


The Roaring 20s recreates the era of running boards, low-brimmed hats, and tommy-guns in this car chase game. Players take turns as mobsters or corrupt policemen, and try to make crime pay. Easily learned, but strategically subtle, this game is best with four or more playing.





RUBIK'S CUBE (Ideal, \$10).



Almost everyone has an opinion about Rubik's Cube by now, to which we add our own: we have never seen so diabolically challenging a puzzle, and we hope never to see another.

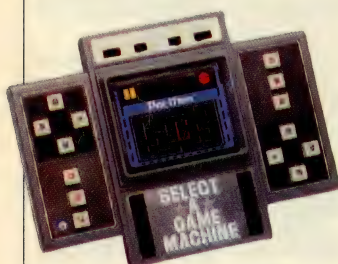
(N/D 79, p. 78)

SELECT-A-GAME MACHINE (Entex, \$75).

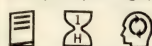


This unit accepts various cartridges (about \$10 each)—such as Space Invaders, Football, and other action games for two players—which Entex has developed from their successful line of hand-held games. Although twice as expensive as Entex's hand-held Space Invaders, the Select-A-Game machine allows constant two-player action.

(J/A 81, p. 46)

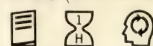


SHOGI (from The Shogi Association, Bromley, Kent, United Kingdom; \$30 plus postage).



No, shogi are not Japanese window screens. Shogi is a Japanese game related to chess and is widely played in Japan on a professional level. Each piece in this westernized version displays the moves it can make, so you don't have to learn the Japanese characters.

SCRABBLE BRAND CROSSWORD GAME, Deluxe (Selchow & Righter, \$25).

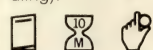


Still the best of the commercial word games, Scrabble constantly presents players with challenges like how to make a bingo (seven-letter word) with the tiles A A G M N R. We're glad to report the tiles are still made of wood, though the racks, alas, are plastic in this deluxe set.

(S/O 78, p. 11-13)



SHUFFLE SHOT (from The Survance Company, 7400 La Grange Rd., Suite 302, Louisville, KY 40222; \$39.95 plus \$4 for postage and handling).

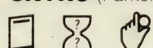


Most indoor versions of shuffle-

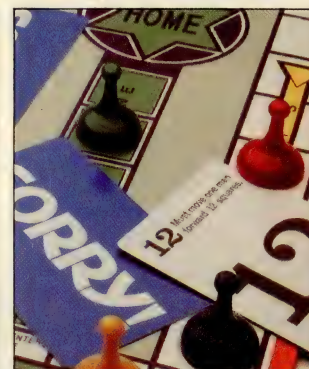
board don't come close to simulating the level of skill required by the real game. But an ingenious method using ball bearings inside rings of plastic for pucks makes Shuffle Shot a very satisfying challenge—for either two players or teams of two.



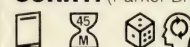
SKYRO (Parker Brothers, \$5).



If you have a large field to play on, you might like to try out the Skyro. It will sail 100 yards easily, so your problem will be accuracy, not distance. (J/A 80, p. 58)



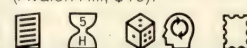
SORRY! (Parker Brothers, \$8.50).



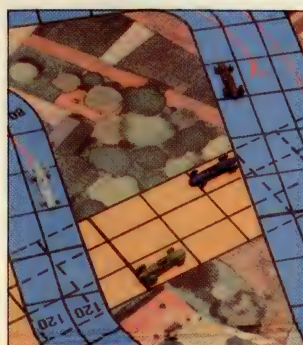
This exciting race game, ideal for family play, is not as mindless as it may appear. Make the wrong decision about which piece to move or whose piece to send back to start, and you'll be ... sorry!

SOURCE OF THE NILE

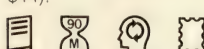
(Avalon Hill, \$16).



Each player is a nineteenth-century explorer out to map uncharted Africa. Points are earned for discovering plant and animal species, geological deposits, and rivers; points are lost through disease, disaster, and unfriendly natives.



SPEED CIRCUIT (Avalon Hill, \$14).



In this race game, considered by some players to be the best sports game of all time, the winner will be the skillful driver, not the lucky one.

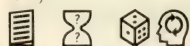


● **SPIES** (SPI, \$15).



The time is just before WWII; the place is Europe; the theme is bribery, secrets, and diplomacy. Each player represents a country trying to preserve its secrets and discover the enemies' by controlling a spy, the police, and money. Most of the action takes place in negotiation between players rather than on the board.

● **STAR WEB** (from Flying Buffalo, Box 1467, Scottsdale, AR 85252; \$2 for rules and \$3.50 per turn).



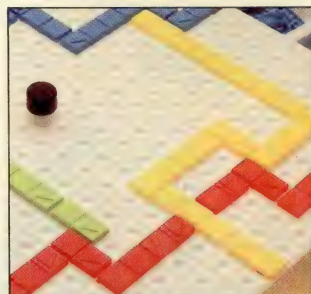
In this space game, which is played by mail and can last for years, players are pirates, em-

perors, merchants, apostles, etc. Each type of character has special abilities and a different objective. Coded moves are sent to Flying Buffalo, whose computer assimilates them and sends a printout of the results back to begin the next turn.

● **SUDDEN DEATH** (Gabriel, \$18).



In this frantic two to four player game, you have about four seconds on your turn to pick up a piece, place it legally at the end of your color line without hitting any obstacles, and reset the timer button in the center of the board. A cool head wins every time. (S/O 80, p. 57)



● **SUPER SIMON**

(Milton Bradley, \$60).



The only electronic game that as many as eight can play simultaneously, Super Simon has five different games that can be played on various skill levels, either solo against the machine or with other humans. Unlike the

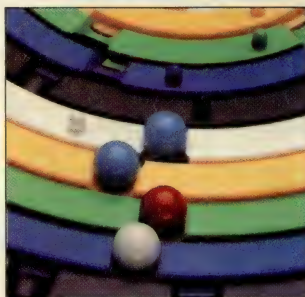
original Simon, each pattern of increasing tones and lights is different. (M/J 81, p. 56)

● **THE GENERALS** (Ideal, \$35).



An electronic "judge" is used in this game to award the victory in any battle to the stronger piece, but without revealing its identity to the opposition. It's a kind of blind combat. A player wins by either capturing the opponent's flag or moving his own flag across the board.

(M/A 81, p. 58)



● **TOURNAMENT STADIUM CHECKERS** (Shaper, \$15).



By rotating the concentric rings of the "board," you try to maneuver your marbles into the correct hole at the bottom of the stadium while attempting to force your opponent's marbles into drop-out holes along the way.



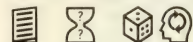
● **THE CREATURE THAT ATE SHEBOYGAN** (SPI, \$8).



Inspired by those awful-but-fun "science" fiction movies from the 1950s, this game pits one player (the monster out for a night on the town) against another (the hapless commander of the national guard). As you may have guessed, this wargame takes place on the shores of Lake Michigan.

● **TRAVELLER, Deluxe**

(Game Designers Workshop, \$20).



This science-fiction role-playing game allows groups of at least four players to recreate their favorite movie or novel. The deluxe set includes the remarkably thorough basic rules system, and a prepared adventure to give you an idea of how to create your own.

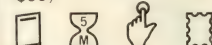


● **TOTAL CONTROL 4** (Coleco, \$50, with Football cartridge).



Here is the sports fanatic's dream—a tabletop game that accepts cartridges (under \$30 for a set of Basketball, Hockey, and Soccer) to play all the popular sports games. (Coleco continues to produce the individual one-game units for much less money.) Not only can two players play at all times, but each controls two members of his team instead of one. Hence, four people can play as two teams.

● **3-D GRAND PRIX** (Entex, \$50).

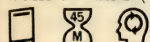


This electronic auto race is made more frantic than most by giving you a driver's-eye-view of the track. Although designed for only one player at a time, it's still the most sophisticated game of its kind.





TRIPPLES (Avalon Hill, \$11).



A fascinating strategy game of moving tiles. Each move must be in one of the three directions

shown on the square *under* the piece your opponent last moved. Tricky isn't an adequate description for it.



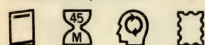
221-B BAKER STREET (John Hansen Co., \$14).



Playing this Sherlock Holmes detective game makes you feel more like a real sleuth than any other game. Players search the back streets of London for clues, piece together shards of evidence, and even solve charade-like riddles along the path to victory.



TWIXT (Avalon Hill, \$16).



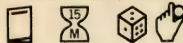
One player tries to build a fence of his pieces from the top of the board to the bottom while the other player tries to build a fence from side to side. The best of-fense, oddly enough, is a good defense.

WILDFIRE (Parker Brothers, \$45).



Still our favorite hand-held game of pinball, Wildfire is not a game you tire of easily. There are plenty of targets to shoot for. And you can give the machine body English. But watch out—it tilts! (J/F 80, p. 49)

TWISTER (Milton Bradley, \$7).



To become a grandmaster at Twister, the first requirement is agility. The dial tells each player

in turn where to place a hand or foot, and this must be done without losing balance. Like any good party game, Twister can be fun or it can be humiliating.



WORD RUMMY (Gabriel, \$6).



This card game incorporates the best features of the classic tile game Anagrams. Players try to form words from the letters on

the cards in their hands; but once played, a word can be stolen by any player who adds one or more new cards and rearranges the letters to form a new word. (M/A 81, p. 59)



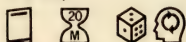
YAHTZEE (Milton Bradley, \$3).



An addictive adaptation of the older game Yacht, this is as much fun solitaire as with any number of opponents. Players roll and re-roll five dice, filling in their scorecards as they go. After several rolls, it gets harder and harder to find usable open spaces on the scorecards.

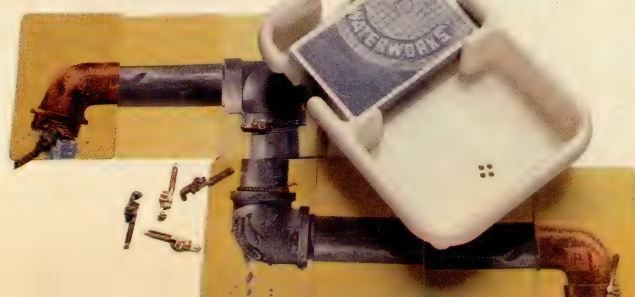


WATERWORKS (Parker Brothers, \$5).



This interesting card game is played out visually on a table as

two to five players try to be first to connect a workable pipeline between their faucet and spout cards. Leaks can be plugged with tiny metal wrenches.



WAR OF THE RING (SPI, \$20).



The two wargames in this box are based on Tolkien's *Lord of the Rings* trilogy. Containing lots of artful counters and tokens, the game is especially interesting and realistic to those who have read the books.

Numbers Racket ★★★

by Mike Shenk

PENCILWISE

ACROSS

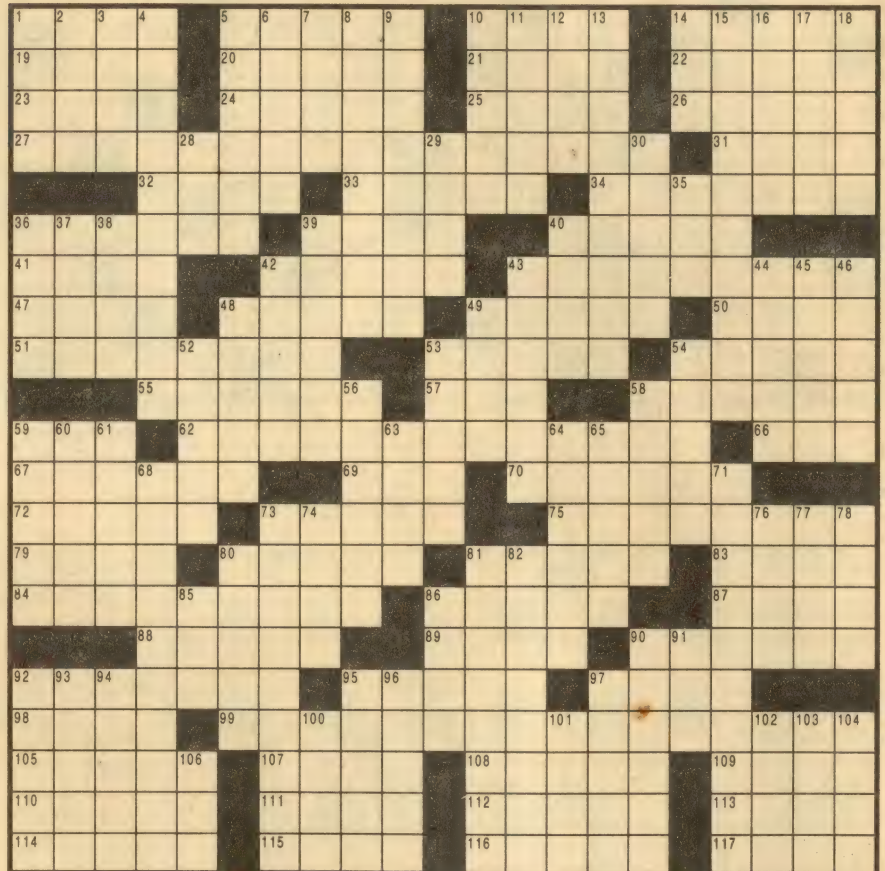
- 1 ÷ 2
 5 Connector of stories
 10 Shore dinner choice
 14 "Is that ____?"
 19 TV backdrop, for short
 20 Woman of remarkable beauty
 21 De-rind
 22 Ver-r-ry short skirt
 23 Jacob's twin
 24 ____ bail
 25 Buccal
 26 Birdlike
 28
 31 A Deadly Sin
 32 "Little piggies"
 33 Jellifies
 34 Sale sites
 36 Heston role
 39 Dog bane?
 40 Heaviest inert gas
 41 Overly enthusiastic
 42 Word in many Christie titles
 43 Children's circle game
 47 City on the Truckee
 48 Shady ladies
 49 *The Great Muppet ____*
 50 Sand castle's undoing
 51 Alternative to chains
 53 Plus fours, e.g.
 54 Grand ____ National Park
 55 Colony member
 57 Antediluvian
 58 Dead ducks
 59 Vacationing
 62
 66 Descry
 67 Estates of India
 69 Squid's shield
 70 *Raging Bull* star
 72 Lobster pots
- 73 ____ Loa
 75 Selflessness
 79 Meringue, essentially
 80 Carried
 81 Bit players on *Taxi*
 83 Tornado passenger
 84 Broken-down horse
 86 Kohoutek, for one
 87 Egg-shaped
 88 Fake drake
 89 Livid with rage
 90 Word in a diet advertisement
 92 Brogan home?
 95 Insurance worker
 97 Turn thumbs down
 98 Gospel (with "The")
 99
 105 Underworld slang
 107 Famed surrealist
 108 Squirrel's snack
 109 Tie
 110 Overwhelmed
 111 Satanic
 112 WWI battle site
 113 Ferber or Millay
 114 Hoffman movie
 115 Faction
 116 Went no further
 117 À la Pollyanna

DOWN

- 1 Spring-trip and rotary, e.g.
 2 Furthermore
 3 "Every inch a king"
 4
 5 Spring fall
 6 Capital of Indre-de-Loire
 7 Duesenberg, e.g.
 8 Unshakable, as an alibi
 9 Curls
 10 Gargoyle
 11 Out of ____ way
 12 Swift horse
 13 Conventioneers, at times
 14 M.D.s collectively

- 15
 16 Making untouchable serves
 17 Yearn for
 18 Theater awards
 28 Homophone of a letter
 29 First name in lexicography
 30 Control tower device
 35 Presidential nickname
 36 Captain's insignia
 37 Like 4 or 8
 38 Child, in Chihuahua
 39 Minimum
 40 Preoccupied
 42 Singer Bobby
 43 Open
 44 Liturgies
 45 Play stage-door Johnny
 46 Needing Valium
 48 Tarries
 49 Young whale
 52 Diving positions
 53 Welk rendition
 54 "____ is human ..."
 56 Father, Son, and Holy Ghost
 58 Southern dish
 59 Playful animal
 60 North Dakota city
 61 Ensigns
 63 Last of the House of Stuart
 64 Adjusted (to)
 65 Vacant
 69
 73 CO and N₂O
 71
 74 Bohemian
 76 Ideal batting average
 77 Calaboose
 78 Commonest number in a series
 80 BLT ingredient
 81 John, Jacob, or Judy
 82 Latin ____
 85 Beak
 86 Lincoln, Jackson, or Washington
 90 Hit in the head
 91 Comprehensive abbr.
 92 Low, swampy area
 93 Lena or Marilyn
 94 Harmonium
 95 Memento
 96 Oblique
 97 Fogg's creator
 100 Basilica center
 101 Opposite of *sud*
 102 *Novus ____ Seclorum*
 103 "La Belle Dame ____ Merci"
 104 Oscillate
 106 Mystery author Josephine

Answer Drawer, page 92



Punacrostic ★★★

by Mel Taub

The Puns and Anagrams clues to this issue's "Double Cross" puzzle are a challenging variation on the regular format. (New solvers will find directions to these clues, and examples, with the "Cryptic Crossword" on the next page. Regular clues are given at the bottom of this page for solvers who prefer "Double Cross" the usual way.) As always, enter the answer words on the numbered dashes. Then transfer the letters from the

dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the name of the author and the source of the quotation.

Answer Drawer, page 88

| | | | | | | | | | | | | | | | | | | | | | | | | | |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|---|
| 1C | 2H | | 3P | 4L | 5B | | 6K | 7N | 8F | 9C | 10P | | 11A | 12G | 13K | 14Q | 15H | | 16M | 17F | 18K | 19Q | 20I | 21H | |
| I | N | | T | H | E | | B | R | O | A | D | | P | L | A | I | N | | W | A | S | H | E | D | |
| | 22C | 23F | | 24G | 25I | 26E | | 27C | 28K | 29F | 30I | 31N | 32R | 33O | | 34F | 35R | 36O | | 37C | 38P | 39J | | 40H | |
| | B | Y | | T | H | E | | P | A | C | I | F | I | C | | L | A | Y | | T | H | E | | M | |
| 41E | 42L | 43J | 44N | 45G | | 46P | 47J | 48O | 49G | 50K | 51B | 52H | | 53I | 54D | 55O | 56C | 57M | | 58N | 59B | 60E | | 61Q | |
| I | G | H | T | Y | | C | I | T | A | D | E | L | | W | H | I | C | H | | H | A | D | | G | |
| 62A | 63R | 64P | 65J | | 66R | 67C | 68G | | 69H | 70I | 71P | 72F | 73M | | 74E | 75P | 76H | | 77K | 78L | 79B | 80C | 81G | 82J | |
| I | V | E | N | | T | H | E | | W | O | R | L | D | | T | H | E | | D | O | V | E | L | E | |
| | 83E | 84P | 85O | 86L | 87D | 88K | 89H | | 90I | 91J | 92F | | 93D | 94L | 95O | 96M | 97J | 98B | 99R | 100K | 101C | 102P | 103N | 104I | |
| | F | E | A | T | U | R | E | | T | H | E | | D | U | P | L | E | X | B | U | R | G | L | E | R |
| | 105M | 106F | 107H | | 108F | 109D | 110J | 111R | 112E | | 113N | 114G | 115A | | 116I | 117P | 118N | 119E | 120C | 121L | 122M | 123H | 124O | | |
| | T | H | E | | M | O | T | E | L | | T | H | E | | H | A | M | F | U | X | T | E | R | | |
| 125G | 126K | 127B | | 128Q | 129B | 130I | | 131D | 132L | 133O | 134R | 135J | | 136G | 137L | 138D | 139F | | 140R | 141L | 142B | 143I | 144M | 145O | |
| A | N | D | | T | H | E | | S | H | A | K | T | | W | O | R | K | | O | U | T | S | I | D | |
| 146Q | | 147L | 148Q | 149E | | 150P | 151N | 152D | 153K | 154A | | 155E | 156H | 157B | | 158N | 159C | 160J | 161M | 162A | 163D | 164K | | | |
| E | | T | H | E | | P | A | N | T | S | | L | O | S | | A | N | G | E | L | E | | | | |

- A. Amount of money made from 50 pies P I L E S
11 62 162 115 154
- B. Used the ax and got tired E X H A U S T I E D
51 98 129 59 79 157 142 5 127
- C. Soft drink for a Bunny could prove a pain in the neck (2 wds.) R A B B I T F U N
101 9 22 80 1 37 27 120 159
C H
56 67
- D. Hide from hounders E N D H R O U D
163 152 131 54 138 109 87 93
- E. Where the ballplayer was, and what he did afterwards (2 wds.) L E F T F I E L D
112 26 83 74 119 41 149 155 60
- F. Sounds like Brooks and Lassie are sad M E L A N C H O L Y
108 92 34 17 139 29 106 8 72 23
- G. Hate Wally completely (3 wds.) A L L T H E W A Y
49 12 81 24 114 68 136 125 45
- H. They do sew heckle the ladies N E E D L E W O M
15 76 123 21 52 89 69 156 40
E N
107 2
- I. Who is there? NW Canadians! W H I T E H O R S E
53 25 30 90 20 116 70 104 143 130
- J. If teething, he is nowhere near this birthday E I G H T E E N T H
97 47 160 43 135 82 39 65 110 91

- K. U-boat flag is not up to par S U B S T A N D A
18 100 6 164 153 13 126 77 28
R D
88 50
- L. Discarded in every respect? T H R O U G H D U T
86 132 121 78 94 42 4 137 141 147
- M. How Carver let width of wood diminish W H I T T L E D
16 57 144 122 105 96 161 73
- N. It follows algebra A F T E R M A T H
151 31 113 103 7 118 158 44 58
- O. Fast town in South Dakota? (2 wds.) R A P I D C I T Y
124 85 95 133 145 33 55 48 36
- P. Explosive price of profundity? (2 wds.) D E P T H C H A R
10 84 150 3 38 46 75 117 71
G E
102 64
- Q. Gee, he hit a lofty one H E I G H T
19 146 14 61 148 128
- R. To rob Evita would be futile A B O R T I V E
35 99 140 134 66 32 63 111

REGULAR CLUES ★★

- A. Heaps B. Dead tired C. Illegal blow in boxing (2 wds.) D. Cover with a veil E. Baseball position (2 wds.) F. Gloomy G. Whole hog (3 wds.) H. Seamstresses I. Capital of Yukon Territory J. Two centuries ago K. Below acceptable quality L. From start to finish M. Pared away N. Ruinous consequence O. Metropolis of South Dakota (2 wds.) P. Anti U-boat weapon (2 wds.) Q. Altitude R. Unsuccessful

Cryptic Crossword ★★★

by Henry Hook

If you're new to cryptic crosswords, the Warm-Up Puzzle at right includes an example of six basic types of clues used. Each type has been discussed in a previous issue of *Games*.

Humorous puzzles like "Puns and Anagrams" have certain forms of wordplay in common with cryptic crosswords, and are sometimes thought by beginning solvers to be the same. However, the two are guided by very different approaches to clue-making.

For example, 1-Across in the Warm-Up Puzzle at right is a cryptic clue for the word **USHER**. As every cryptic clue must, it features a definition of the required answer ("seat," as a verb) plus a secondary indication of the answer's make-up (in this case, **US** plus **HER**).

A Puns and Anagrams clue, on the other hand (see "Punacroscopic" on the facing page) may *hint* at the answer without actually defining it, and may indulge in some outlandish caprices in doing so. A Puns and Anagrams clue for **USHER** might be: "She and you are in the theater." Here "in the theater" indirectly suggests **USHER**, while the answer's five letters are hinted at by "she," "you" (for **U**), and "are" (for **R**). Another Puns and Anagrams clue for **USHER** might be "Cinema's leading man?" This pun would not be allowed to stand alone in a cryptic clue, which would have to provide a secondary indication, perhaps saying, "Famous heroine embraces cinema's leading man?" (*hidden word*). Both methods—the freewheeling and the square-dealing—have their devoted fans.

—E.C. and H.R.

Warm-Up Puzzle for New Solvers ★★

With detailed explanations in Answer Drawer, page 94

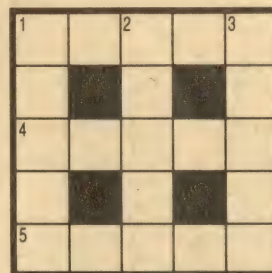
by Emily Cox and Henry Rathvon

ACROSS

- 1 Seat for you and me and the woman over there (5) *charade*
- 4 Look into exotic ingredients for cake topping (5) *hidden word*
- 5 Fish around while getting art equipment (5) *container*

DOWN

- 1 Join Ute in dancing (5) *anagram*
- 2 Say, rabbit's fur? (5) *homophone*
- 3 Served up beer fit for a king (5) *reversal*

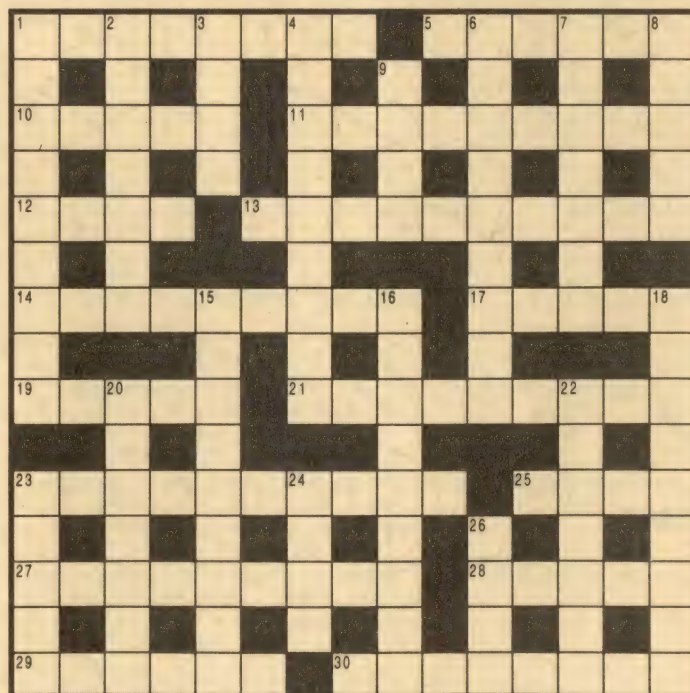


ACROSS

- 1 Bring about assistance in making pigtailed (8)
- 5 Virginia girl gets back to the subject (6)
- 10 Bedtime's a funny thing (5)
- 11 Travel with thug near—a grave sign? (2,2,1,4)
- 12 Stay with one, in facetiousness (4)
- 13 See, pottery is a mess to classify (10)
- 14 Overturned rig on Locust, wrecked by young woman in uniform (4,5)
- 17 Tale-tellers told of musical instruments (5)
- 19 Famous admonition to young Kennedy? (5)
- 21 Italian dinner prepared past eight (9)
- 23 Ken's verbal interpretation of a form of poetry (5,5)
- 25 Ponder catty remarks, we hear (4)
- 27 Screw hundreds in Ohio out of a Disney feature (9)
- 28 Drug ring with just over three...um... (5)
- 29 Fancy drive with a curve and a fork in the road (6)
- 30 Forbidden part of speech spelled with O and X (8)

DOWN

- 1 Parade vehicle seen in black and white past noon (9)
- 2 More annoyed with improper rearing (7)
- 3 Excise tax from Hindu tyrant (4)
- 4 Contradictions on seating arrangement (9)
- 6 Pay a toll ahead—some of it goes to Moslem leader (9)
- 7 Mister S. leads invocation in church (7)
- 8 It's said a few turns around the track can be weakening (5)
- 9 Execute or exit (4)
- 15 Pals offering secondary pleasures (9)
- 16 Switch one's parts! (9)
- 18 Superhero battling panderism (9)
- 20 Apprentice entangled in a tree (7)
- 22 Gentleman comes back in to advertise second-class flying (7)
- 23 A person, for example—one with head on pillow in bed (5)
- 24 Repetition in the chorus (4)
- 26 Kind of tube shot full of holes (4)

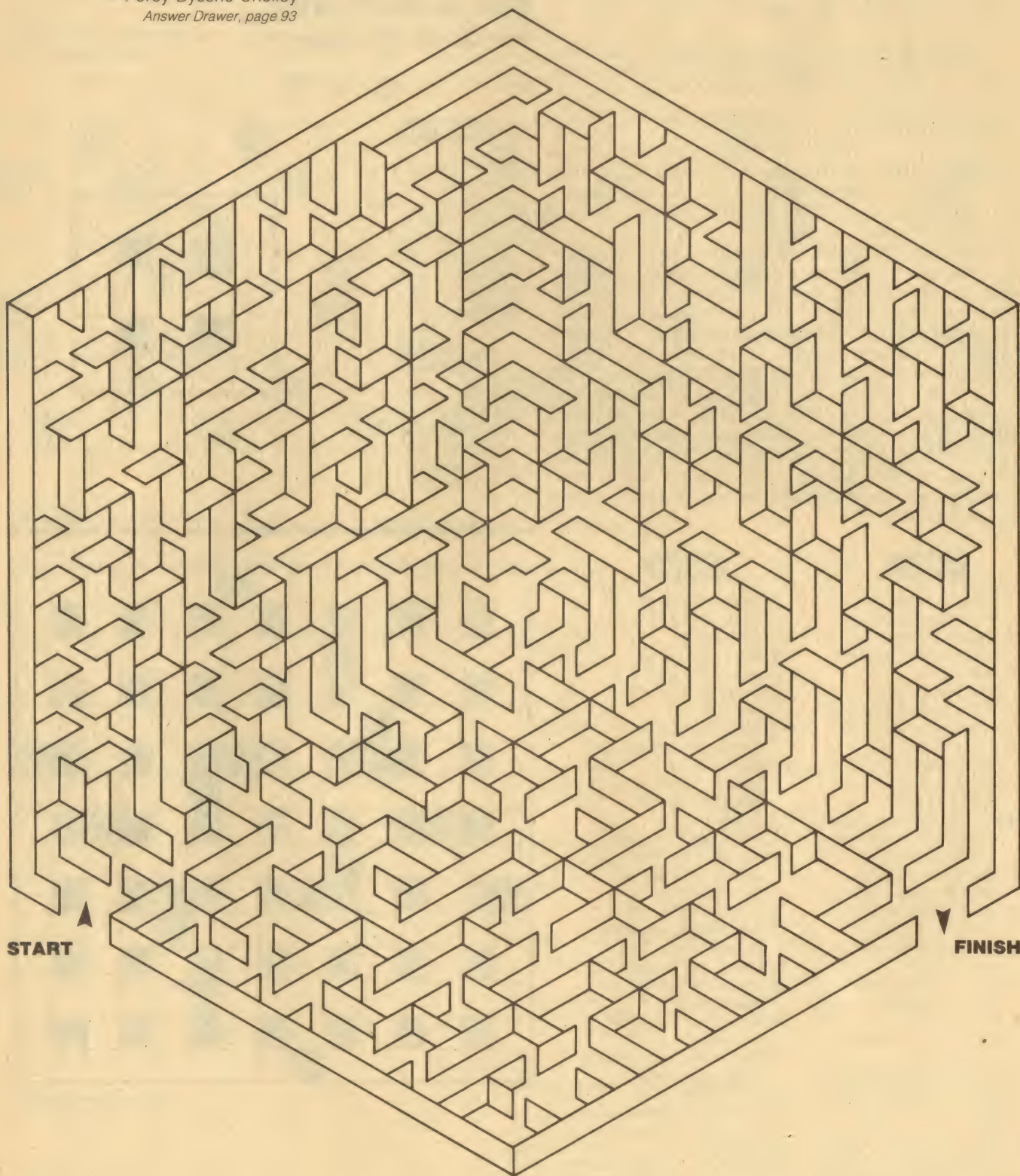


Answer Drawer, page 94

Climbing the Walls ★★

by Wayne Williams

"A peopled labyrinth of walls . . ."
—Percy Bysshe Shelley
Answer Drawer, page 93



Heart Transplants ☆☆

by M. Horejs

Each of the following sentences includes three incomplete five-letter words, which are identical except for their middle letters. Can you fill in the dashes to complete the sentences?

Answer Drawer, page 96



Example: The LO N ER—a great LO V ER of solitude—would seldom travel from his mountain home into the LO W ER, more populated valleys.

1. One of the J reasons the Y failed to get reelected was that he lived in a stately old N —outside the city!

2. The most E of film-score composers can A the music of others and even O the style of a past composer to write original songs.

3. Angus had just finished off a F of Scotch when he stumbled from the bank into the briny R , but the L and floating debris didn't bother him—he was just as polluted as the water!

4. The E of my cheeks will always U red with embarrassment when I'm caught unawares by the A of a camera.

5. The beam from the S burned through the aluminum sheet quickly, but it wasn't until much T that it made a hole in the thick Y of steel.

6. How can you support a regime that, after a number of riots and attempted U , O up members of the Peace R in the local jails?

7. Some gauchos carelessly I the ashes from their cigars while herding the O , which occasionally will result in a small burnt E on part of the wool.

8. The swimming A , while giving lessons on the beach, found a beautiful N shell, which he decided would look good in the display case next to his comfortable U at home.

9. The usually long-winded English teacher grew uncharacteristically R every time we would A her by deliberately using the wrong N or grammatical case.

10. The way many B soldiers would carouse and V in the overtaken cities was enough to P even some of the staunchest supporters of the Confederacy.

FOLD THIS PAGE

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easier." First, fold this page back on the dashed line so the clues below face the solving grid on page 63. If you use only the Hard Clues (appearing below, and continuing under the grid), you'll find the puzzle uncommonly challenging. If you need help, or prefer a less severe challenge, open to the Easier Clues (tucked in beneath your fold on page 62). Remember, to peek or not to peek is up to you.

The World's Most Ornerly Crossword

Across and Down

by Henry Hook

Hard Clues ★★★

ACROSS

- | | | |
|--|---|-----------------------------------|
| 1 Evangeline's home | 55 "Oh sleep! _____ gentle thing" (Coleridge) | 106 Freddie Mercury's group |
| 7 Mexican mint plant | 56 Mr. Kotter | 107 Suggest slyly |
| 11 Ingredient in some murder mysteries | 59 She came out | 109 <i>Facts of Life</i> star |
| 18 Kramden's milieu | 61 Excessively | 110 (They) have: Fr. |
| 21 Going like 60, on foot | 62 <i>Ra</i> voyager | 111 Had the answer |
| 23 Zoetrope's founder | 65 Capital of Côte d'Or | 112 Snafu |
| 24 Exhausted | 66 1951 Johnnie Ray hit | 114 Subsidize |
| 26 She wed. Flo Ziegfeld | 67 "A few _____ are better than numbers" (Cromwell) | 115 Anatomic tissue |
| 27 Over _____ (senile) | 70 Some radios: Abbr. | 118 Just one of those things |
| 28 Opponent of Mussolini | 71 Green monkey | 120 Namesake of a sort |
| 29 Hebrew month | 73 Spring occurrence | 122 Shorts |
| 30 Family of humorist Bill | 74 "What _____?" | 123 Cheer |
| 31 Evangelist McPherson and namesakes | 75 Crosswordese title | 124 C. in C. |
| 32 Tried to reach | 76 Daddy Warbucks' aide | 125 Industrialist John and family |
| 34 Road curve | 77 Its capital was Marib | 127 Road Runner's noise |
| 35 Shavetails: Abbr. | 78 Not boreal | 128 _____ <i>de combat</i> |
| 36 Blasé feeling | 80 Half a U.S. city | 129 Catches a calf, in a way |
| 39 XVII x LIII | 81 Hard | 131 Bat wood |
| 40 <i>Trattoria</i> favorite | 82 What this answer does | 132 Incredible foul-up |
| 41 Wastes no time | 89 Screw up | 133 Space talk for "peachy" |
| 42 TV MC Martindale | 90 Overexerts | 134 Movie stars' org. |
| 43 Six Holy Roman emperors | 91 Jelly flavor | 137 Anyway |
| 45 They're served <i>au vin</i> | 92 "When _____ You" | 138 Bay of _____, Antarctica |
| 46 Floor mat made of straw | 93 Influenced | 140 <i>The Bells</i> _____ Mary's |
| 49 Caruso's pride | 95 See 94-Down | 142 Palindromic suffix |
| 50 Issue | 97 Instance of polemics | 143 Vittle |
| 52 "C" | 100 Ella's lyrics | 144 Victoria or George I, e.g. |
| 53 Weakening | 101 Granitelike mineral | 146 Submissive |
| 54 The Soudan, to Fuzzy-Wuzzy | 102 Old Arab area: Abbr. | 149 Eccentric |
| | 103 Like a change of seasons? | 150 Environment |
| | 105 Sword vanquisher | 151 Weekend resort |
| | | 152 Chemical ending |
| | | 153 Gerbil and jerboa |
| | | 154 Swindled |

The World's Most Ornerly Crossword (Continued)

Don't Peek Until You Read Page 61!



Easier Clues ★

ACROSS

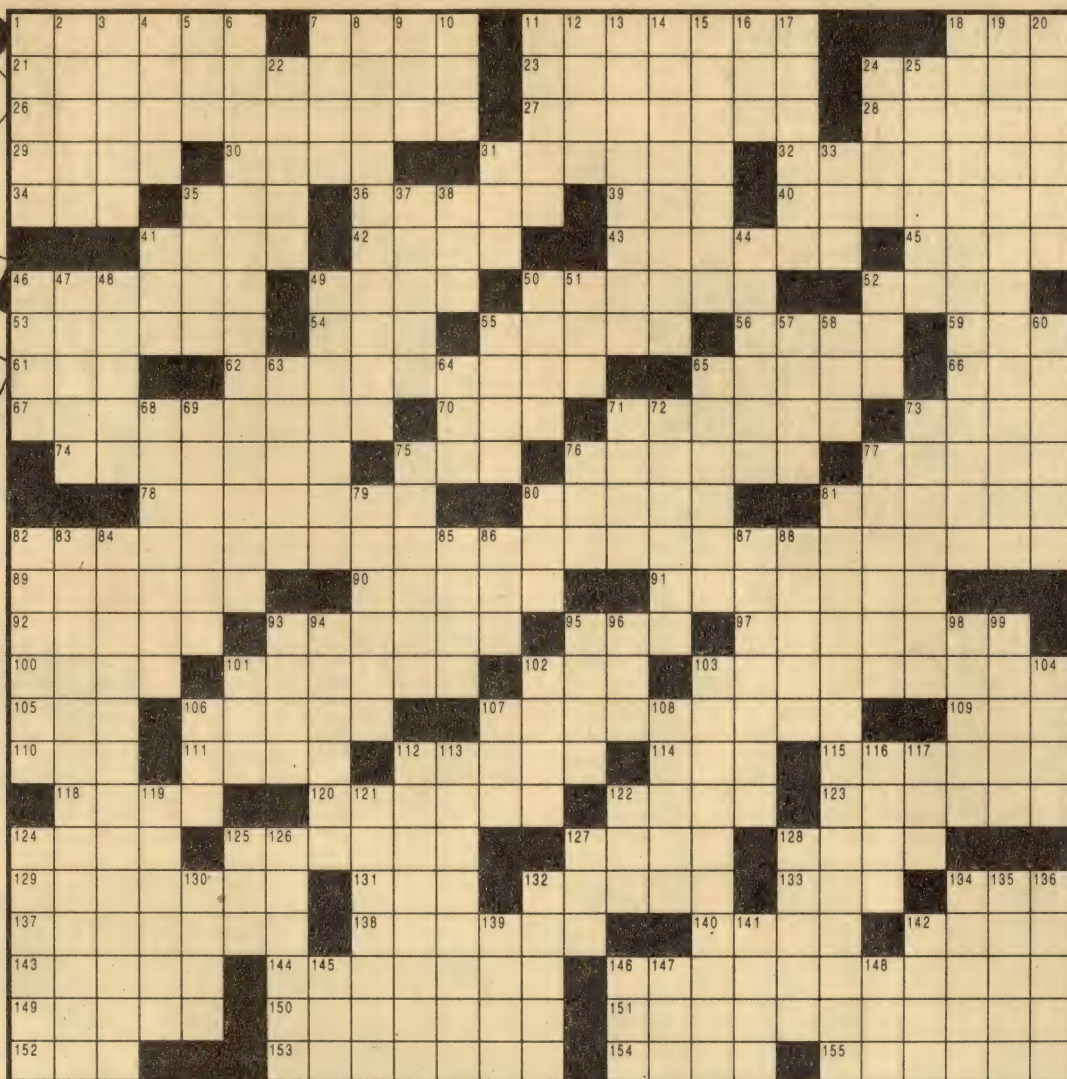
- 1 Nova Scotia's old name
7 Herbal plant of the southwestern U.S. (A CHI anag.)
11 ____ and Old Lace
18 Greyhound vehicle
21 Traveling with brisk strides: 2 wds.
23 Director Francis Ford
24 Paid out
26 She played Oz's Good Witch: 2 wds.
27 "Jack and Jill went up ____": 2 wds.
28 "Time in a Bottle" singer
29 Hebrew month (in THE LULL)
30 Carrie and Louis (YENS anag.)
31 Actress Anouk et al. (targets, perhaps?)
32 ____-TV movie: 2 wds.
34 Ar, ____ , tee
35 Capt.'s subordinates (BLTs for vegetarians?)
36 Boredom
39 Roman 901
40 Italian baked dish
41 Hastens
42 Quick as a ____
43 This author and others
45 Roosters: Fr.
46 Japanese straw mat (A MAT, IT anag.)
49 Sotto ____ (quietly)
- 50 Come into view
52 You, Biblically
53 Receding, as the tide
54 Residence, to a Cockney
55 "____ far, far better ____": 3 wds.
56 Comic Kaplan
59 Ms. Boone, familiarly
61 Also
62 Explorer Thor, of *Kon-Tiki* fame
65 French city (501 + actor Voight)
66 Weep
67 Washington and Lincoln, in legend: 2 wds.
70 Mornings: Abbr.
71 African monkey (ONE GUN anag.)
73 Melt
74 "Sorry if I ____ waiting": 2 wds.
75 Palindromic Khan
76 Region of India
77 1959 film, *Solomon and ____*
78 Southern (AS ULTRA anag.)
80 Twice this is a Washington city
81 Rock music's ____ Dan
82 Spans this diagram: 3 wds.
89 Mix (up)
90 They're paid by April 15
91 Tart citrus fruit
92 "____ somebody to love": 2 wds.
93 Swung gently
95 With 95-Down, little piggy's cry
97 Lovers' spat
100 Scram, kitty!
101 Layered rock (sounds NICE)
102 Egypt and Syria, once: Abbr.

- 103 Trimonthly
105 Paper Mate or Bic
106 Elizabeth II
107 Hint unpleasantly
109 Norma ____
110 Ottawa's prov.
111 Was familiar with
112 Cause a delay: 2 wds.
114 Help
115 Biological framework (A STORM anag.)
118 Not this
120 One for whom something is named (MY PONE anag.)
122 Style of men's underwear
123 Kin of "Yippee!"
124 Reagan: Abbr.
125 Plowmaker John et al. (SEE RED anag.)
127 Toot
128 ____ d'oeuvres
129 Grapples with, out West
131 Cigar residue
132 Mistake: Slang
133 "All systems go"
134 Droop
137 Minimally: 2 wds.
138 Moby Dick et al.
140 "The Spirit ____ Louis"
142 Feminine suffix
143 Article of food (DIVAN anag.)
144 Pennsylvania town ("morning after" - C)
146 Compliant
149 Little Dorothy
150 Helium or tin, e.g.
151 Suburban social arena: 2 wds.
152 Actress Sue ____ Langdon

- 153 Rats and mice
154 Got possession of
155 Malodorous

DOWN

- 1 *Zoo Story* playwright Edward
2 Spirals
3 Highest test grade: Hyph.
4 Pickle flavor
5 3-____ Oil: 2 wds.
6 Maxwell Smart: 2 wds.
7 This, for one
8 Equestriennes
9 Print fluid
10 One's years
11 Section of a play: 2 wds.
12 Nazi leader Ernst (R + an electrical unit)
13 Orations
14 Short-lived things (MERE HEAP anag.)
15 Making known ("Do you dance?" "____!")
16 "____ be darned!"
17 Unexcitedly
18 Keep one's chin up: 4 wds.
19 Invincible
20 Cubic meters
22 Bottomless pit
24 Doctors of Science: Abbr.
25 Speak from the pulpit
31 Diving bird
33 "____ in apple": 2 wds.
35 Depict (sounds like a branch)
37 More pleasant
38 Opposite of SSW
41 Hammerstein's "Bali ____"
44 Girl's name meaning "queen"
- 46 Eleventh Hebrew letter (THE T anag.)
47 1940 song, "I Could Write ____": 2 wds.
48 Steak variety: Hyph.
49 Peeping Toms
50 Ordinal suffixes
51 Army-related: Abbr.
52 Derek-Moore film
55 "____ lineman for the county ____": 3 wds.
57 Do ____ on (uglify): 2 wds.
58 Word with *voyage* or *vivant*
60 Highways' partners
63 Overact
64 Mr. Hammarskjöld
65 Feeling of familiarity: Fr., 2 wds.
68 Shoulder ornamentation (UP A TALE anag.)
69 Unintelligent
71 ____ of Mexico
72 Different from
73 "The wicked stage"
75 Forever
76 Salary
77 Ex.-Sen. Symington
79 Achieve
80 Lb., oz., etc.
81 Fair and just persons: 2 wds.
82 San Luis ____, CA
83 Undivided attention
84 Forgive and forget: 3 wds.
85 Former spouses
86 Little Edward
87 Blank type blocks, of 2-en width: 2 wds.
88 Crouch
93 Sword (SEEN anag.)
94 See 95-Across: 2 wds.
- 95 Stinging insect
96 Silkworm (IRE anag.)
98 Fielding foulup
99 Woolly beast of South America
101 Pistol
102 *E pluribus ____*
103 Compensation: Lat., 3 wds.
104 Slangy agreement
106 One chess knight: Abbr.
107 "Am ____ brother's keeper?" 2 wds.
108 "____ Ruler of the Queen's ____"
112 Emulates the piggy in 95-Across: 2 wds.
113 Bearded
116 Istanbul resident
117 Reading, B. & O., and others: Abbr.
119 Agreement
121 Fished for shrimp
122 ____ Franklin
124 Russia's chief newspaper
125 ____ Moines
126 Swimming star Williams
127 Derek and Diddle
128 ____ in for (nurses a grudge): 2 wds.
130 Gentlewoman
132 Parks and Conv
134 Short fishing line
135 Make void
136 Muddle through: 2 wds.
139 Forty days of penance
141 ____ and Wagnalls
142 Behold: Lat. (a palindrome)
145 Army Liaison Officer: Abbr.
146 Perform on stage
147 Dove's call
148 Emblem: Abbr.



Answer Drawer, page 94

Hard Clues (cont'd)

155 Olfactorily
offensive

DOWN

1 *Tiny Alice*
playwright

2 Spring winds

3 100%

4 Spicy herb

5 Italian name
ending

6 CONTROL's top
man

7 Popular board
game

8 Robyn Smith
and Dale
Evans, e.g.

9 Rorschach stuff

10 Adam's was "as a
lusty winter"
(*As You Like It*)

11 When 10-Down is
said

12 Leader of Hitler's
"Brownshirts"

13 Demosthenes'
words

14 Paper
collectibles

15 Clamoring

16 Poorly

17 With serenity

18 Bear up

19 More than a
match for

20 Metric units

22 Great depth

24 Sci. degs.

25 Spout fire and
brimstone

31 Puffin or
guillemot

33 Milne and Fair

35 Draw

37 Better, somehow

38 Mobile-Selma dir.

41 City in

Genesis 12:8

42

43

44

45

46

47

48

49

44 Capital of
Saskatchewan

46 Letter after
heth

47 Desi Arnaz's
autobiography

48 Loin serving

49 Scopophiliacs

50 Addis Ababans
et al.: Abbr.

51 .001"

52 Ideal rating

55 Words with
Camera or *Rock*

57 "Get _____, sha
na na na . . ."

58 *Pas mal*

60 Side streets

63 Overplay

64 Trygve's
successor

65 Eerie feeling

68 Uniform

69 Duncical

70

71

72

73

74

75

76

77

78

71 Impassable
separation

72 Not
characteristic of

73 The Globe, e.g.

75 Undyingly

76 Render or tender

77 Colonial
portraitist

79 Get

80 Kin to meas.

81 They don't
kid around

82 Bishop, in
Barcelona

83 Children's
card game

84 Ignore past
offenses

85 Tic-tac-toe
plays

86 Novelist

87 Printers' blocks

88 Dumpy

89

90

91

92

93

94

95

96

97

98

99

100

93 "I drew my
snicker-____"
(*The Mikado*)

94 With 95-Across,
cry of a

homebound porker

95 Slender, as a
waist

96 Silkworm

98 Inaccuracy

99 Nash's "two-L"
beast

101 Stapler, perhaps

102 Caesar's one

103 Fair exchange

104 "Sure!"

106 Chess pc.

107 "Am _____
brother's . . ."

108 *Pinafore's* branch

112 Defies Thomas

Wolfe?

113 Pogoniate

116 Diyarbakir

denizen

117

118

119

120

121

122

123

124

125

117 Vanderbilt's
business: Abbr.

119 Sanction

121 Sought shrimp

122 _____ *venuto*

124 Truth: Russian

125 French

preposition

126 Play by Racine

127 Cattle genus

128 Understands

130 Disney dog

132 Bell and Lance

134 Olympic runner,
1960 and 1964

135 Cancel

136 Manage

139 Played Shylock

141 Earthy jazziness

142 "____ homo"

145 "Wot a h'angel
'as'?"

146 It's done

147 Bill's partner

148 Sign: Abbr.

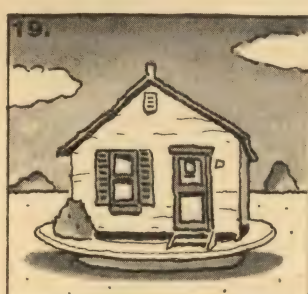
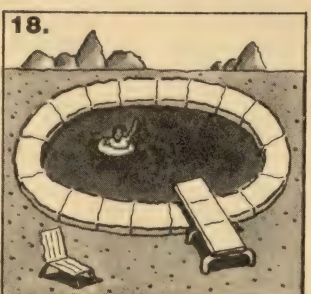
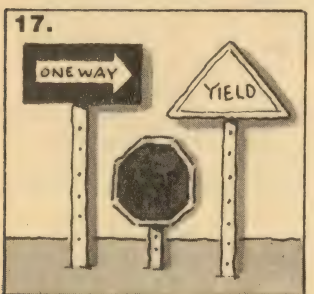
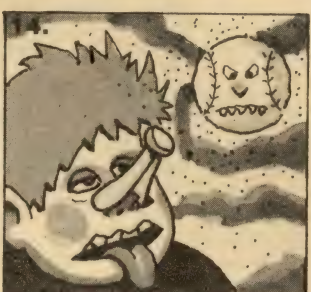
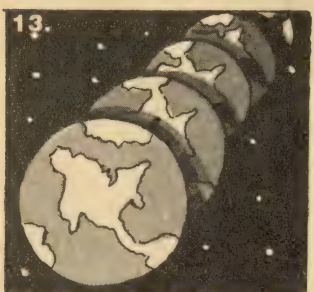
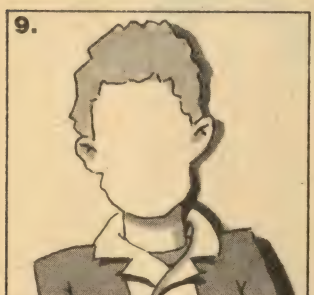
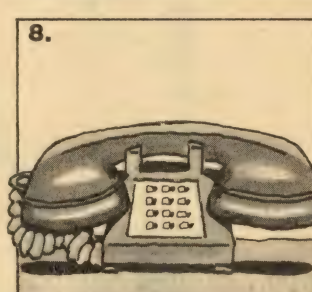
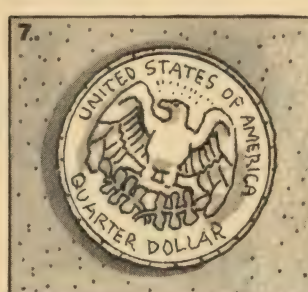
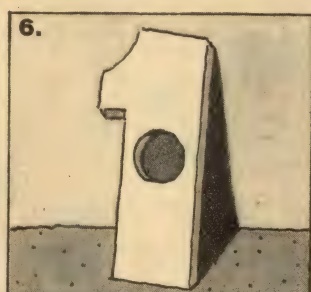
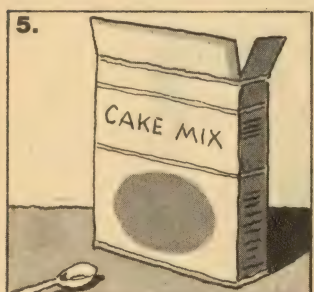
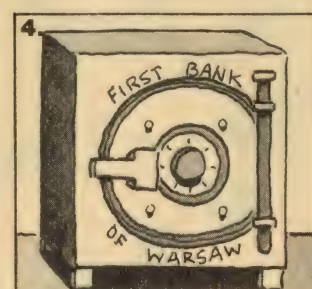
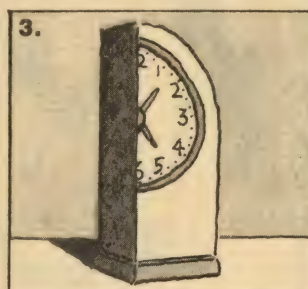
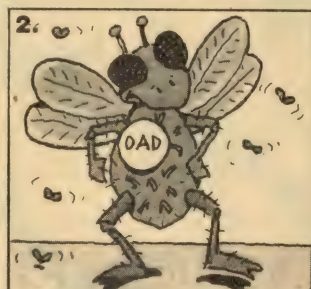
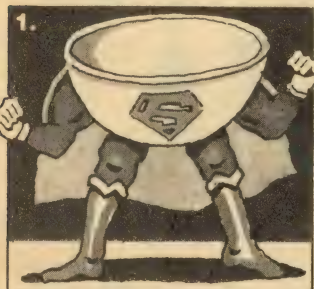
Sporting Rebuses ★★

by Jack Connelly

The 20 illustrations below depict familiar terms from baseball, football, golf, and other sports. To discover them, be literal about what you see. For example, the caped receptacle in #1

is a "Super Bowl." How many of the other pictured phrases can you identify?

Answer Drawer, page 96



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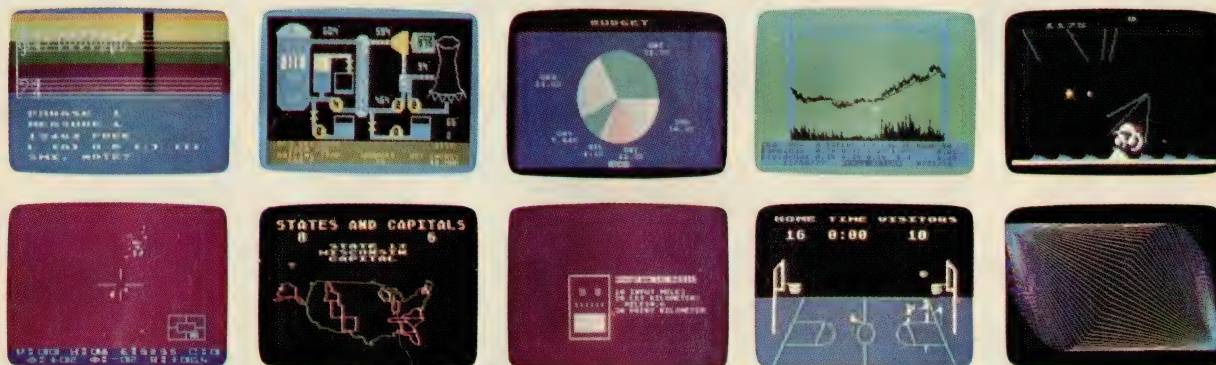
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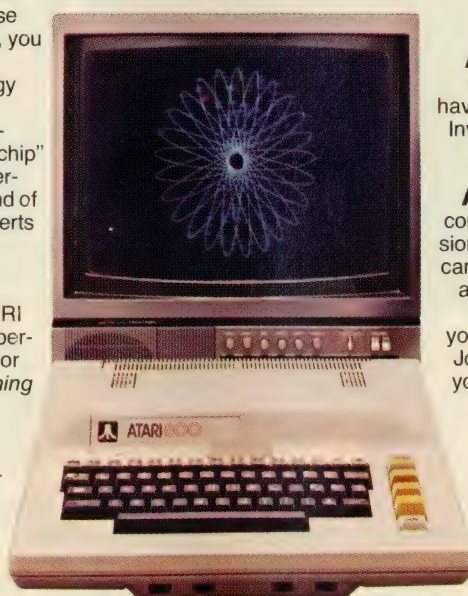
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Hidden Valley

★ A Picture Puzzle
by Alice Brickner

At first, the balloonists thought the valley was deserted. But they soon realized they had found the place where, years ago, an evil magician cast a spell hiding all living creatures from sight. The magician did promise to lift the curse if anyone could find all 75 of the hidden people and animals. He lied. But you might have fun trying to find them, anyway.

Answer Drawer, page 93



Kahlúa & cream

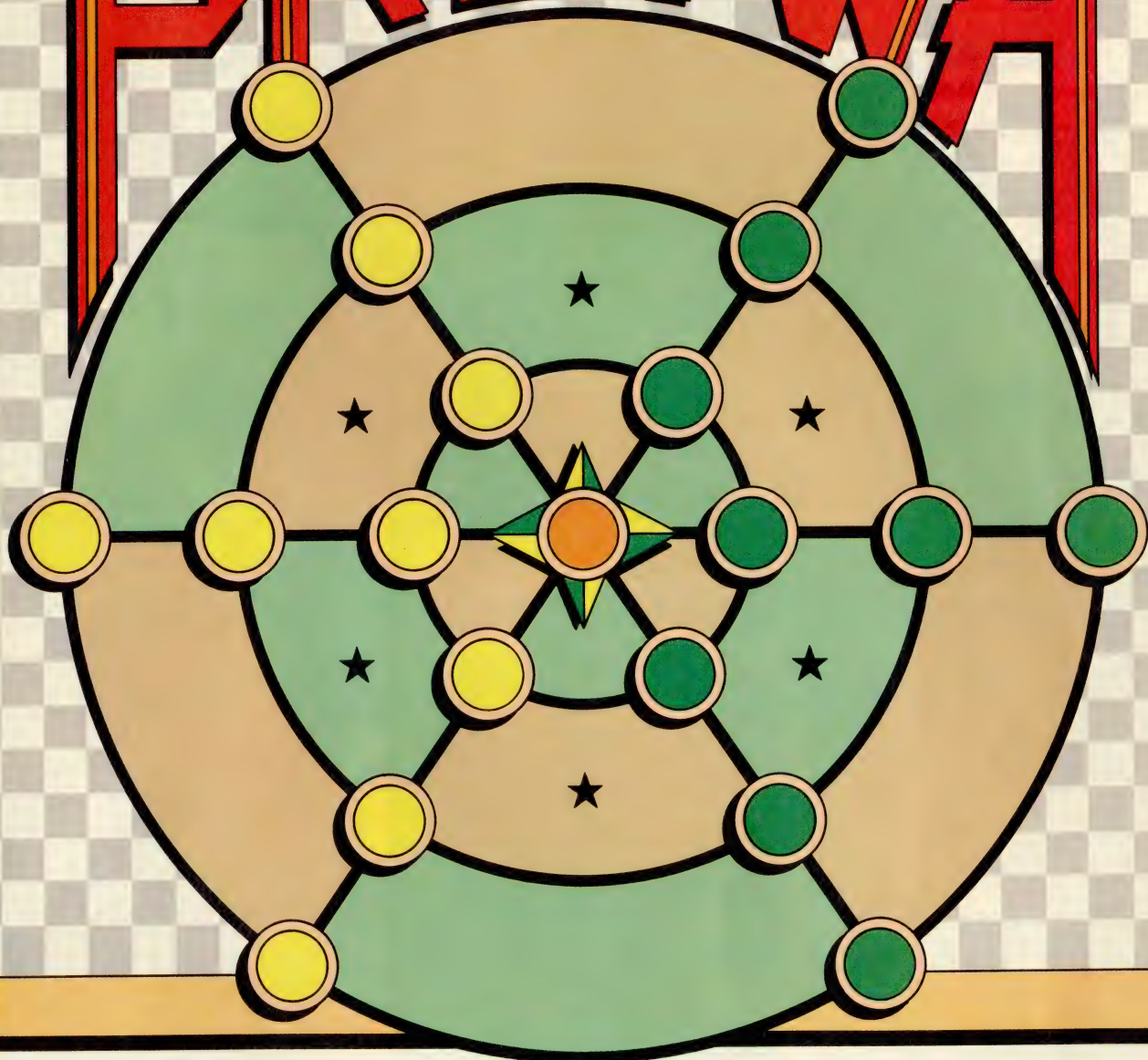


“frrresh”

One of the most naturally delicious drinks imaginable: an ounce of Kahlúa, four ounces of cream, or milk, over ice. And, since you make it yourself, a taste as frrresh as can be. The Kahlúa recipe book tells all. Do send for it. Our treat. Maidstone Wine & Spirits Inc., P.O. Box 8925, Universal City, CA 91608.

HIGH - SPEED CHECKERS ON A WHEEL

PRETWA



Lettering and board design by Paul Perlow

Pretwa, a traditional game of undetermined age, is believed to have originated in India. A game can be played in under 10 minutes.

Equipment Two contrasting sets of 9 pieces each (coins or small checkers can be used) and the board shown.

Play To begin, place all the pieces on the board as shown, leaving only the center point vacant. In turn, each player moves one of his pieces along a line or arc to an adjacent point. A piece may not move onto an occupied point, nor may it jump over pieces of its own color.

Capture A piece may jump over an adjacent opposing piece, landing on the point immediately beyond on the same line or arc. (This point must be vacant; otherwise, the jump cannot be made.) The jumped piece is removed from play. A piece may make multiple jumps in the same turn, and they need not be made along the same line or arc. A player who can make a capture *must* do so, but he is at liberty to choose which capture to make if two or more different ones are possible.

Winning The winner is the player who captures all of the opponent's pieces. If

neither player can achieve this, the game is a draw.

Since draws may occur frequently between two equally skillful players, we suggest the following "tiebreak" rule (even though it is not historically authentic): If there are only two or three pieces left on the board (i.e., one against one, or one against two), then the player who is first able to occupy the center point wins the game. (Thus, in a two-against-two situation, each player should look for a way to sacrifice a piece at a time when his other piece can occupy the center.)

—R.W.S.

E Y E B A L L B E N D E R S

WHAT ARE THESE OBJECTS?

SEE THE ANSWER DRAWER ON PAGE 92.



1. Stamping grounds



2. Stretchers



3. Weighting on line



4. On the right track



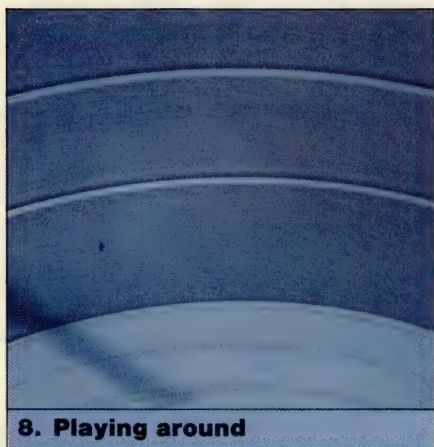
5. Saucy item



6. A real sidekick



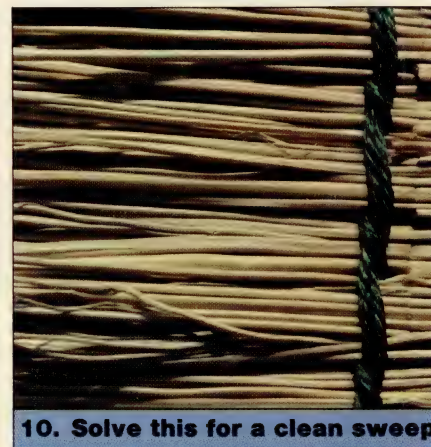
7. ... fields forever



8. Playing around



9. Draw, Pardner!



10. Solve this for a clean sweep

**SPEND 20 MINUTES SAYING "HE GOT THE PART."
AND SPEND ONLY \$3.84.**

DRESS
REHEAR
TODAY



Bell System

[illegible]

REACH OUT AND TOUCH SOMEONE.

[illegible][illegible]

Karpov vs. Korchnoi: The Third Time Around

The suspense is mounting as Soviet defector Viktor Korchnoi and world titleholder Anatoly Karpov, the darling of the Soviet establishment, prepare to battle for the world championship for the third time. Their match—slated to begin in late September in Merano, Italy, with a half-million-dollar purse—has already engulfed the world chess community in a storm of controversy.

Ever since his defection in 1976, Korchnoi has been trying to obtain the release of his wife and son from the Soviet Union, so far with no success. Last February he stated, in an open letter that appeared in *L'Express*: "Know that I am not going to give the Soviets joy by refusing to play [the title match]. But I want to ask FIDE to delay it until the two participants are on an equal footing, until I can have my family with me."

In an unprecedented move, Fridrik Olafsson of Iceland, the president of FIDE (the governing body of world chess) presented the Soviet Union with a request to release Korchnoi's family and postponed the match until mid-October to give the Soviets time to comply. But when the FIDE Congress met in Atlanta in July, it moved the opening ceremonies for the match back to September 19. The Soviets sidestepped the issue of Korchnoi's family by charging that Korchnoi had never bothered to fill out the necessary papers to request emigration. Korchnoi has not denied this; however, the record shows that some members of the chess community who *have* filed the necessary papers—such as Soviet grandmaster Boris Gulko and his wife Anna Ahsarumara, a former Soviet women's chess champion—are still waiting to leave the Soviet Union years later, and have not been allowed to play in most tournaments since requesting emigration. The recent imprisonment of Korchnoi's son for draft evasion casts further doubt on whether emigration would be approved through normal channels.

Karpov's only public comment has been to echo the official Soviet position that "Korchnoi abandoned his family" when he defected and "therefore has no rights" to make an issue of their welfare. And while Karpov maintains that there is no official Soviet boycott of Korchnoi, he himself has refused to take part in any tournament to which Korchnoi has been invited.

Their two previous title matches were dramatic and hard fought. The first time around, in a 24-game semifinal in 1974, to determine the challenger for then World Champion Bobby Fischer, Karpov won by the slim margin of $12\frac{1}{2}$ — $11\frac{1}{2}$ after Korchnoi had rallied with two wins near the end.

Korchnoi complained of the Soviet establishment's obvious favoritism toward Karpov, saying that he (Korchnoi) could not get decent seconds because grandmasters sympathetic to him feared reprisals. Two years later, after a tournament in the Netherlands, he defected.

In 1978, Korchnoi became the official challenger despite Soviet efforts to have him disqualified. This time the match was open-ended, with the title going to the first player to win six games. After trailing 5-2, Korchnoi came back miraculously to tie the match at 5-5 (with 21 draws), but then succumbed in game 32 (see *Games*, September/October 1979).

Both Karpov and Korchnoi can be expected to be in top form this third time around. Earlier this year Karpov won a major international tournament in Moscow. Korchnoi, meanwhile, triumphed at Lone Pine.

Korchnoi, who had been suffering from an "unofficial" Soviet boycott since his defection, created a sensation when he arrived unexpectedly at Lone Pine by Greyhound bus on the last lap of a trip from Sweden. The two Soviet grandmasters scheduled to play in the event, placed in an awkward position, phoned their embassy. After some delay, they were instructed to play. In round 7, Korchnoi faced one of them—former world junior champ Artur Yusupov. They shook hands before the game and again when Korchnoi won.

Afterwards, touring America, Korchnoi told audiences: "I will beat Karpov! Then I will challenge Fischer. I know he is still very strong. I have contact with him. You can discuss games—new or old—he is keeping abreast of chess. But I have the impression he will never play again. He is terribly scared. The longer he abstains, the more he will be afraid."

"My defection was not wrong or illegal. I haven't betrayed any state secrets. I did it to improve my career. Because of the boycott I haven't been able to get invitations to the best events. In 1980 I

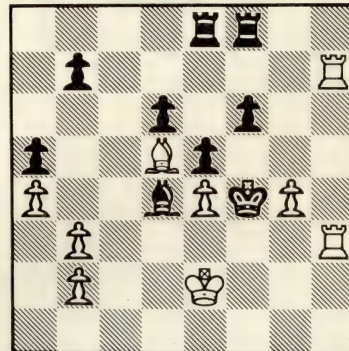
played in only one tournament of my level. Karpov played in six. During our match I must get used to playing at his level, step by step. He has a vanity like Napoleon. It is fortunate he chose chess, because if he had been a general many heads would roll."

On paper, it would seem that Karpov, who is 20 years younger than his 51-year old challenger, should win the match in Merano. Yet I have the nagging suspicion that Korchnoi will whip him decisively. Viktor Korchnoi is a man with a single mission in life, a burning motivation to wrest the title from a hated antagonist who represents a political regime that has refused to release his family and has imprisoned his son.

Last time I bet on Karpov. This time I will take odds on the man with a mission.

Problem A (Easy)

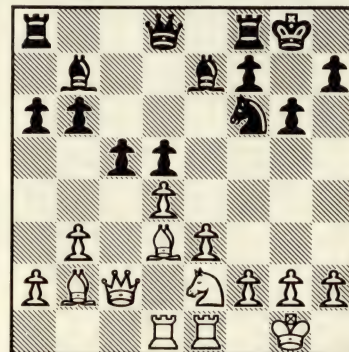
Karpov—Mecking, 1972



White to move and win.

Problem B (Medium)

Kozma—Korchnoi, 1969



Black to move and win.

Answer Drawer, page 94

Grandmaster Evans, a four-time U.S. champion and member of eight Olympic chess teams, was Bobby Fischer's tutor in preparation for the 1972 title match.

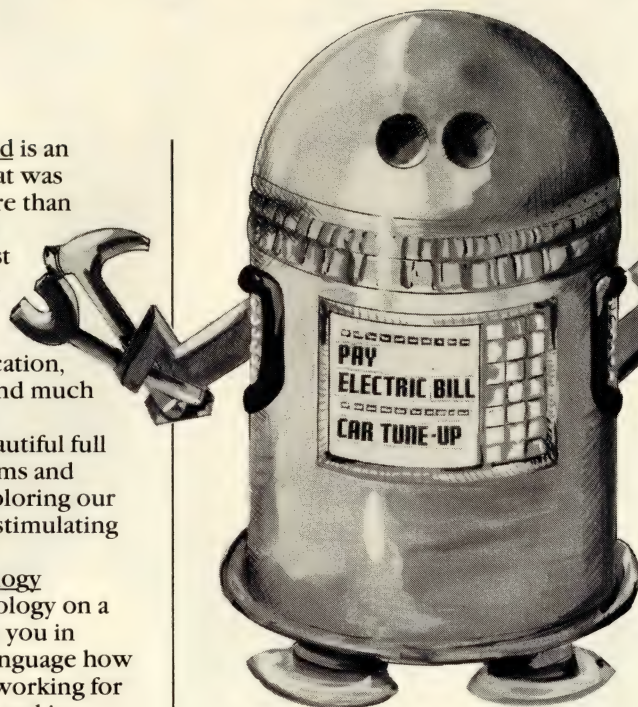
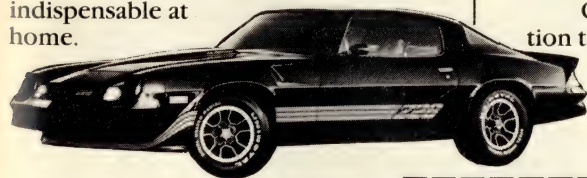
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- Laser beams will make it possible for doctors to treat certain organs without painful surgery.
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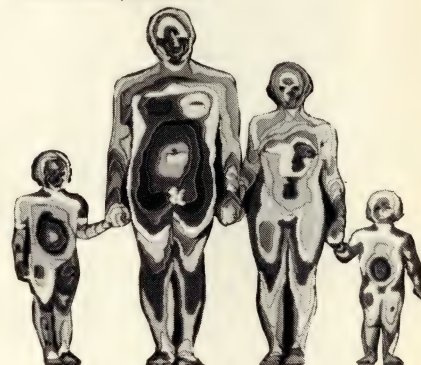
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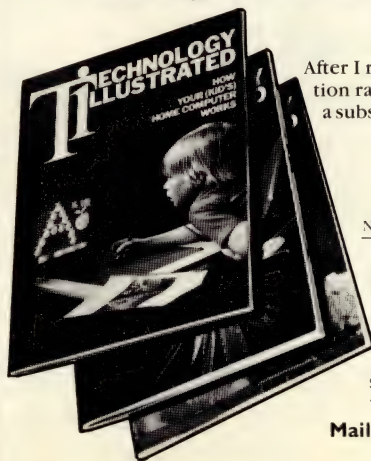
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your gold mine. You'll learn all about managing a large amount of money, how to use a CPA and both the good and the bad in tax shelters. The winner, of course, is the one who manages to keep the most amount of money after paying taxes.

With the end of the year fast approaching, the time to buy this informative game is now. After all, this may be your last chance to have fun with the IRS.

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A GAMES CONTEST

★ DIG IT!

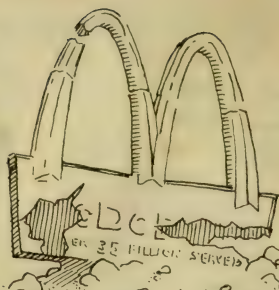
Be a 40th Century Archeologist

What if an archeologist in the year 3985 unearthed a Rubik's Cube? He'd have one tough time figuring out what it was used for, that's what. In fact, his explanations of our most common objects might well provide more humor than accurate history—not unlike the archeological boner pulled by the twenty-first-century character in Woody Allen's *Sleeper*, who thought that listening to Howard Cosell was once a form of criminal punishment. Or David Macaulay's descriptions, in his amusing book *Motel of the Mysteries*, of the toilet as a sacred urn and the TV as a great altar. Or the artifacts, circa 1981, we've found: they're shown on this page and described as they might be in the notebook of a fortieth-century archeologist.

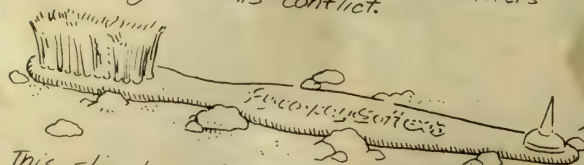
Entering Dig along with future archeologists and pretend you've discovered remnants of our late twentieth-century civilization. Choose any contemporary object, the more familiar and commonplace the better, and give us your misinterpretation of its original function.

You may submit as many entries as you wish, but each entry must be on a separate piece of paper. With your archeological explanations, include the name of the object you are describing, and your name and address. Winners will be chosen for their inventiveness and their convincing pseudoscholarly tone. No entries will be returned and the decision of the judges is final. **Send your entry to Dig It, Games Magazine, 515 Madison Avenue, New York, NY 10022. All entries must be received by December 1, 1981.**

Photograph by Kosoff/Butensky



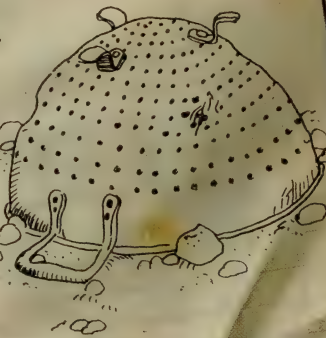
Found in many cities and towns, these arches commemorated soldiers slain in the cataclysmic War of the Burghers. Their stark dignity and simple beauty is believed to be the work of Ronald McDonald, obviously an architect of genius. "Over 35 Billion Served" referred to the unparalleled number of soldiers who fought in this conflict.



This slim bar of plastic was the portable shrine used by the small but pious Fluoride cult. Thirty-three pillars at one end, balanced by a russet spire at the other, served as sources of meditation as the individual recited the inscribed chant: "Py-co-pay-Softex."



This flexible leather unit with its unique rolling apparatus was used to transport otherwise unwieldy objects from one precinct to another. The "leg" of the object slipped easily into the boot of the unit, and laces aided in binding the leather about the leg to insure a safe, swift conveyance.



This metal protective headgear was perforated for use during warm weather. The rigid hats were probably donned by fruit-pickers who harvested summer crops and were in constant peril from falling fruit.

Grand Prize
One Hundred Dollars
Five Runner-Up Prizes
A Games T-shirt



**JUST WHEN
YOU THOUGHT
SANTA
HAD RUN OUT
OF FUN
IDEAS!**

Help Your Friends Make It Through the Winter with the Engrossing New Game ... **PLAY ON WORDS™!**

What present could be more appropriate or appreciated than the gift of Fun? Each of the 108 cards in the **PLAY ON WORDS** double-deck* contains a mind-boggling rebus to challenge the perceptiveness and mental agility of from two to 22 players. To make the merry teeth-gnashing all the more hilarious, the double-deck is accompanied by a set of equally zany and baffling clues. Just the thing for a fireside soiree on a chilly winter's eve ... OR, to keep the kids content (and preserve your own sanity) when it's too frigid for them to venture out-of-doors.

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Hey, hey, **PLAY ON WORDS** is just what I've been looking for to spread yuletide joy. Please send me _____ two-deck sets @ only \$5.95 per set, plus \$1.00 shipping. (Illinois residents: please add 5% state sales tax.)

Total enclosed: _____

Name _____

Address _____

City _____

State _____ Zip _____

CONTEST RESULTS

How Much Are These Men Worth?

from May/June

The response to this contest was overwhelming: nearly 45,600 entries, shattering all previous records for a *Games* contest. And despite the necessary research, half the entries stated the correct values for all the presidents pictured on the various coins, bills, and stamps.

We intentionally threw a curve by including a 2 cent Theodore Roosevelt stamp from the Canal Zone. Some readers thought we meant to be even trickier, and suspected that the portraits of Andrew Jackson and Grover Cleveland belonged to the 1907 \$10 Jackson Federal Reserve Note and the 1914 \$20 Cleveland Federal Reserve Note. Careful comparison of the size and positioning of the portraits within the ovals, however, indicates that the more "obvious" values for the two men (\$20 and \$1,000 respectively) were the correct ones.

The winner, chosen by random drawing from among the correct entries, is Ron Wallace of Canoga Park, California. He will receive an Atari 400 Personal Computer. In view of the response to this contest, we've increased the number of runner-up prizes; thus *Games* T-shirts go to Norma Evola, Palisades, NY; Aristides L. Garcia, Miramar, PR; Donald Hauler, Crownpoint, NM; Jane Honeywell, Arnold, MO; R.D. Humphreville, Clarinda, IA; Tim Russell, Stratford, IA; Howard Sadtler, Mountainside, NJ; Dr. & Mrs. Robert Snortum, Grand Forks, ND; Alma Taeuber, Madison, WI; Ken Windschitl, St. Cloud, MN.—R.W.S.

| | |
|-----------------------|---------------|
| William Taft | \$ 0.04 |
| Woodrow Wilson | \$100,000.00 |
| Warren Harding | \$ 0.015 |
| Calvin Coolidge | \$ 5.00 |
| Herbert Hoover | \$ 0.05 |
| Franklin D. Roosevelt | \$ 0.10 |
| Harry S. Truman | \$ 0.08 |
| Dwight D. Eisenhower | \$ 1.00 |
| John F. Kennedy | \$ 0.50 |
| Lyndon B. Johnson | \$ 0.08 |
| Total | \$106,586.935 |

Hidden Contest

from May/June

We thought that hiding one contest inside another one was pretty tricky. But 41,400 readers found the message on the treasure chest on pages 62-63, which read: "This tiny message is the Hidden Contest! It has nothing to do with the other contest on this page, nor with the challenge on the cover. Send your name and address to 'Tiny Contest,' *Games Magazine*, 515 Madison Avenue, New York, NY 10022 for a second chance to win a home computer. Winner to be selected by random draw on 7/5/81."

The winner, Betty Jo Senger of Mt. Solon, Virginia, will receive an Atari 400 Personal Computer. Again due to the large response, we've added ten runner-up prizes. *Games* T-shirts go to: Charlene Benoit, San Mateo, CA; Chris Bole, Rossmoor, CA; Harry Greene, St. Petersburg, FL; Andrea Johnson, Oakdale, MN; Frances Jungblut, Wheaton, IL; Lorraine Kenney, Toms River, NJ; Dave Kozdrey, Anaheim, CA; Kalai Lau, Portland, OR; Brenda Lidestri, Vestal, NY; Debbie Tiskuris, Lakeland, FL.—R.W.S.

Calculatrivia

from July/August

Your willingness to research and solve the most absurd and complicated problems continues to amaze us. We received 6,400 entries to "Hard Calculatrivia," and 3,000 to the "Impossible" set of questions. Overall, between a third and half of the entries we received had correct answers—despite the fact that topics of research ranged from Martian chess to hieroglyphic numbers to the value of a W in a French Scrabble Crossword Game.

Three of the Impossible questions had more than one answer that we accepted. Question z read, "Number of faces on a polyhedron having 36 edges and 14 vertices." Our intended answer, 24, which can be obtained from Euler's formula

(Continued on page 78)

The correct values

| | |
|---------------------|------------|
| George Washington | \$ 1.00 |
| John Adams | \$ 0.02 |
| Thomas Jefferson | \$ 2.00 |
| James Madison | \$5,000.00 |
| James Monroe | \$ 0.50 |
| John Q. Adams | |
| Andrew Jackson | \$20.00 |
| Martin Van Buren | \$ 0.08 |
| William H. Harrison | \$ 0.03 |
| John Tyler | \$ 0.10 |
| James K. Polk | \$ 0.11 |
| Zachary Taylor | \$ 0.12 |
| Millard Fillmore | \$ 0.13 |
| Franklin Pierce | \$ 0.14 |
| James Buchanan | \$ 0.15 |
| Abraham Lincoln | \$ 5.00 |
| Andrew Johnson | \$ 0.17 |
| Ulysses S. Grant | \$50.00 |
| Rutherford Hayes | \$ 0.11 |
| James Garfield | \$ 0.06 |
| Chester Arthur | \$ 0.21 |
| Grover Cleveland | \$1,000.00 |
| Benjamin Harrison | \$ 0.12 |
| William McKinley | \$500.00 |
| Theodore Roosevelt | \$ 0.02 |

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Find the golden unicorn!

Last year we gave \$10,000 to the finder of the Silver Dragon. Now we have another \$10,000 to give away to the finder of the Golden Unicorn.

TREASURE OF UNICORN GOLD, a supplement to our THE FANTASY TRIP role-playing game system, holds the clues needed for you to find the Golden Unicorn (and win the \$10,000), somewhere in the U.S.

When's the last time you got \$10,000 for winning a game? Write us for more information on the treasure hunt and THE FANTASY TRIP role-playing game system. TREASURE OF UNICORN GOLD retails for \$3.95.

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Use VIDEO WIPES today and you'll again be proud to invite friends over for fun 'n' games.

Not for games labeled "Dry Clean Only." Available in most surreal stores.

(Contest Results, continued from page 76)

(faces + vertices = edges + 2), would have been unique had we specified that the polyhedron was convex. It is possible to construct polyhedrons with holes through them, however, that yield different answers. Question γ , "Number of the *Moby Dick* chapter entitled 'The Hat'," is 130 for most unabridged editions of the novel, but oddly enough, 129 in a few others. Finally, question δ , "Number of Soyuz craft in which Valery Ryumin set a space endurance record February-August 1979," admits two possibilities: Soyuz 32, in which he went up, or Soyuz 34, in which he came down. The record itself was broken while he was in the orbiting space station Salyut 6. Unfortunately, any variation from our intended answers had a drastic effect on the difficulty of the calculations. Changing only the Soyuz number, for example, from 34 to 32, yields a value for X equal to 19,031 plus the fraction $1,973,807,483/2,341,724,552$.

Grand prizes of a Magnavox Videodisc Player with optical laser scanner and stereo sound go to R. Meinke of Santa Ana, California, for the Hard contest and to Gerald L. Castelli of Ottawa, Illinois, for the Impossible Contest. Runner-up prizes of the Casio FX602P Programmable Memory Calculator go to: (for the Hard Contest) Gerald L. Castelli, Ottawa, IL; Gary Jones, Albion, RI; William E. Rubin, Brookline, MA; Tony Tam, Montebello, CA; and (for the Impossible Contest) Robert Beers, Fairfax, VA; Alan M. Davis, Hudson, MA; Wendy Hendricks, Coral Gables, FL; and Karen Stephens, Evansville, WY.—R.W.S.

The winning entries

| Unknown | Hard | Impossible |
|----------|-----------|--------------------------------|
| X | 1,010,240 | 19,197* |
| a | 3 | 3 |
| b | 10 | 10 |
| c | 80 | 68 |
| d | 6 | 11 ³ / ₇ |
| e | 33 | 49 |
| f | 8 | 2 ¹ / ₂ |
| g | 1,757 | 1 |
| h | 8,033 | 484 |
| j | 481 | 7,600 |
| k | 9 | 10 |
| m | 3 | 7 |
| n | 1,759 | 315 |
| p | 1/2 | 80 |
| q | 22 | 17 |
| r | 8 | 1,612 |
| s | 1,000,000 | 1,003 |
| t | 12 | 10 ¹ / ₂ |
| u | 1/2 | 324 |
| v | 9 | 1,612 |
| w | 1,952 | 46 |
| y | 3,388 | 1,948 |
| z | 29 | 24* |
| α | 6 | 1/8 |
| β | 624 | 10 |
| γ | 299/20 | 130* |
| δ | 3,043 | 34* |

| | | |
|------------|-------|--------------------------------|
| ϵ | 10 | 11 ¹ / ₂ |
| ζ | 9 | 2 |
| η | 59 | 2 |
| θ | 2,914 | 79 |
| λ | 2 | 2 |
| μ | 5 | 112 |
| ξ | -1680 | 819,316,900 8,445,235,397 |
| σ | 0 | 0 |
| ϕ | 3 | 5 |

*For valid alternatives, see text.

What's the Good Word?

from July/August

The object of this contest was to submit a word (appearing in boldface in *Webster's Third*) that was not duplicated by any other entry and that came first alphabetically. Naturally, most of the 6,200 entries began with the letter A. The winner is Sam Avent of Whiteville, Tennessee, who submitted not only the winning word—**ABASEDLY**—but also hundreds of other words from the first pages of the dictionary. His methodical strategy will be rewarded with \$20 per letter in the winning word, which comes to a grand total of \$160.

As we waded through and past the numerous AARDVARKS and AARDWOLFS, we noticed other interesting strategies. Intent on maximizing the grand prize, some readers entered obscure chemical and medical terms that ran for miles: **aequeosalinocalcalinoceraceoalumosocupreouitriolic** (theoretically worth \$1,020, but it was not first alphabetically and not even in the dictionary of record); **pneumonoultramicroscopicsilicovolcanoconiosis** (worth \$900); and the shorter but more often submitted **abdominoperineal resection** (worth \$500). Others took hopeful potshots with **ABRACADABRA**, **GAMES**, **LUCKY**, and **OOMPH**. Finally, from those hoping that everyone else's entries had been duplicated, we received **ZYZOGETON** and **ZYTHUM**. But no luck: even the runners-up, who will receive *Games* T-shirts, submitted words beginning with A. They are: Robert Plank, Tinley Park, IL (**ABAT-JOUR**); Charlotte Davis, Denver, CO (**ABDOMINAL REGION**); Truman Ng, San Antonio, TX (**ABDUCENS NERVE**); Terri Sumey, Westminster, CO (**ABELMOSK**).—G.D.

In response to our July/August contest, we received 1,100 ingenious designs for miniature golf holes. Look for our "dream" course in the spring.

A report on the September/October Hidden Contest will appear next issue.

ANOTHER TECHNOLOGICAL ADVANCE FROM SHARP.

A REAL COMPUTER YOU CAN PUT IN YOUR POCKET.

It was a pipe dream only a few short years ago. A computer you could carry around in your pocket, so you could run programs at home or while traveling; a computer small enough both for your pocket *and* your pocketbook.

Herewith, the pipe dream made real: the Sharp PC-1211 Pocket Computer.

Not a fancy pocket calculator. A computer. With 1.9K RAM memory. Programmed conventionally through the keyboard. Or, using an optional cassette interface, able to load and unload programs using almost any cassette recorder around.

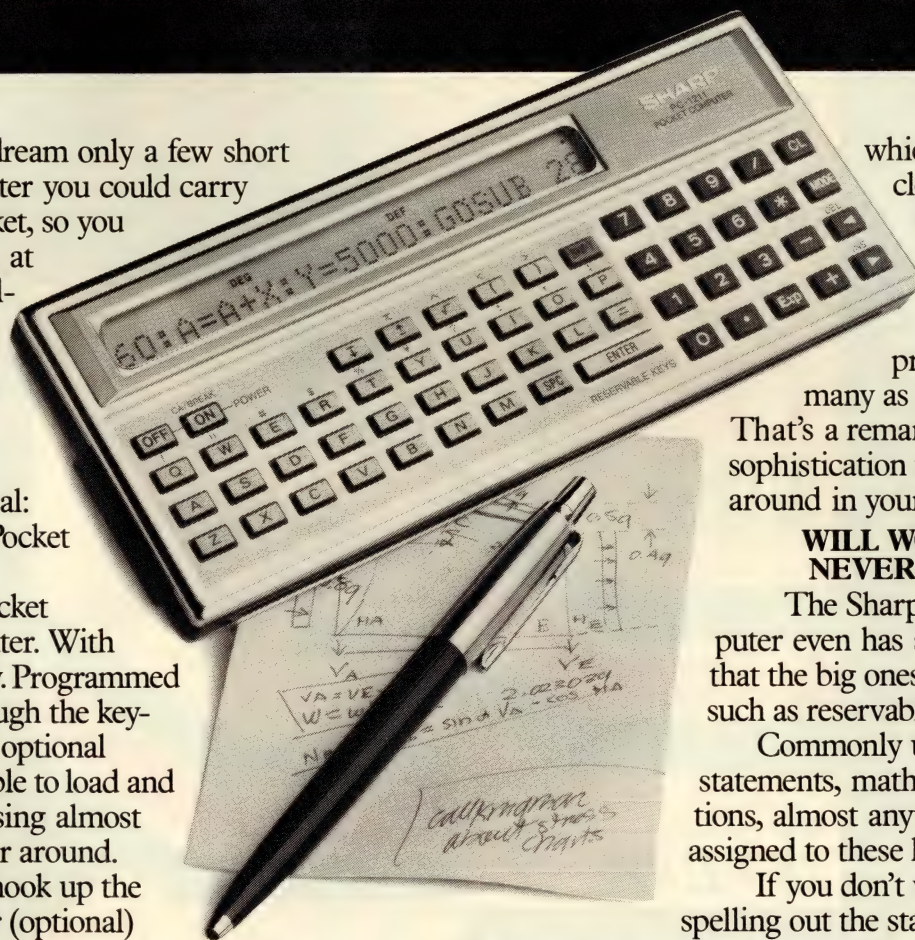
You can even hook up the PC-1211 to a printer (optional) and print out the program results or the program listing itself.

BASIC SPOKEN HERE.

The PC-1211 Pocket Computer has a dot matrix display that scrolls right or left, handling up to 24 alphanumeric characters.

This allows the program to display instructions asking for data, as well as any other prompting the program requires. It also allows you to look at the program listing, line by line.

If you don't know Basic, the PC-1211 is a good way to learn. There are 22 statements and 12 commands at your disposal,



which comes pretty close to the flexibility of a conventional size microcomputer.

It will run programs of as many as 30 or 40 lines.

That's a remarkable degree of sophistication to be carrying around in your pocket.

WILL WONDERS NEVER CEASE?

The Sharp Pocket Computer even has some features that the big ones don't have, such as reservable keys.

Commonly used commands, statements, mathematical functions, almost anything can be assigned to these keys.

If you don't want to keep spelling out the statement PRINT, for example, you simply assign it to, say, letter "A." Thereafter you press one key instead of five. Mathematical functions like COS can be assigned. Or $A^2 + B^2$ Or RUN. And so on.

The PC-1211 has many more fascinating features. It's more than a fantastic tool. It's an intellectual adventure.

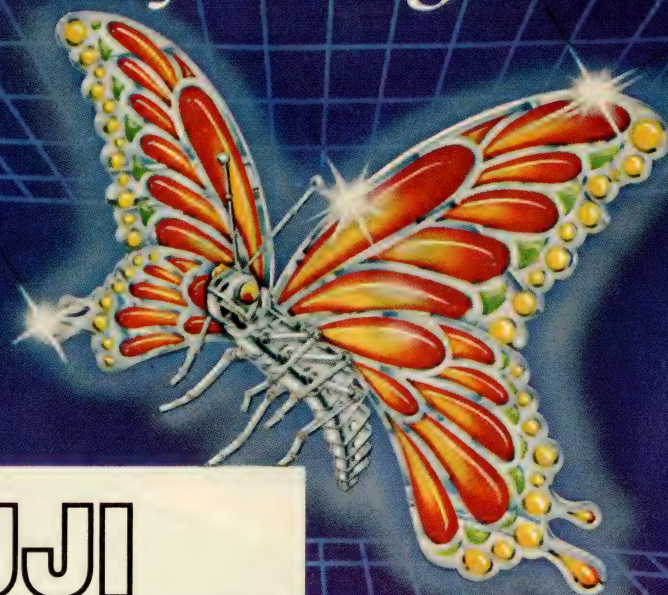
Go to your local Sharp dealer and fool around with one. You'll see that we haven't exaggerated in the least about the Sharp PC-1211 Pocket Computer.



The PC-1211 with optional printer.



See all you imagine.



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Suddenly, the dream is real.
Color as vivid as your imagination. Images that
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Beauty, as fresh as tomorrow, today.

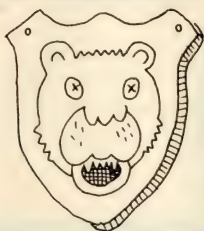
Fuji videocassettes. In all the most popular
Beta and VHS lengths.

For all there is worth seeing.
And all there is yet to see.



☆☆ WILD CARDS ☆☆

Edited by Lisa Feder



Illustrations by Tom Bloom

Word Play

Playful Punctuation

Can you name a common English word that contains:

- both an apostrophe and a hyphen?
- both an apostrophe and two hyphens?
- both an apostrophe and three hyphens?

—R.W.S./H.H.
Answer, page 86



Stunts

A Sure Bet

Ask a friend to write down any three consecutive numbers from 1 to 9, but not to let you see them. Bet him that, by ESP alone, you can predict the number he'll get by reversing the three digits and then subtracting the smaller 3-digit number from the larger one. Works every time!

—Linda Lush
Answer, page 86



Hall of Fame

Wladziu, Meet T.E.



If a meeting could take place between these two people, we'd be introducing . . . would you believe? . . . Liberace and Lawrence of Arabia. Fame has foreshortened—or caused us to forget—the full, given names of many celebrities. Can you help restore the rightful name of each of these well-known folks?

- Fabian _____
- _____ Givenchy
- _____, _____, and _____
Andrews (sisters trio)
- _____ "The Amazing" Randi
- Amos _____ and Andy _____
- Ann-Margret _____
- _____ and _____ Wright
- _____ Woodward and _____
Bernstein
- Peter _____, Paul _____, and
Mary _____
- "Gorgeous" George _____
- _____ Mason-_____ Dixon
- Michelangelo _____

—Robert Liddil
Answer, page 86

Look

Do You Know Your Soap?



We've been cleaning up our act. But the down side is: we hardly know our soap anymore. On each stubby bar at our sink, all but a few consecutive letters in the brand name have been rubbed away. Can you tell what brands we've been using?

- E B U
- O V
- V O R
- L M O
- I A L
- A R S
- E S T
- A M A
- C O
- H S P

—Clifton J. Tompkins
Answer, page 86

Tough Nuts

Altered States

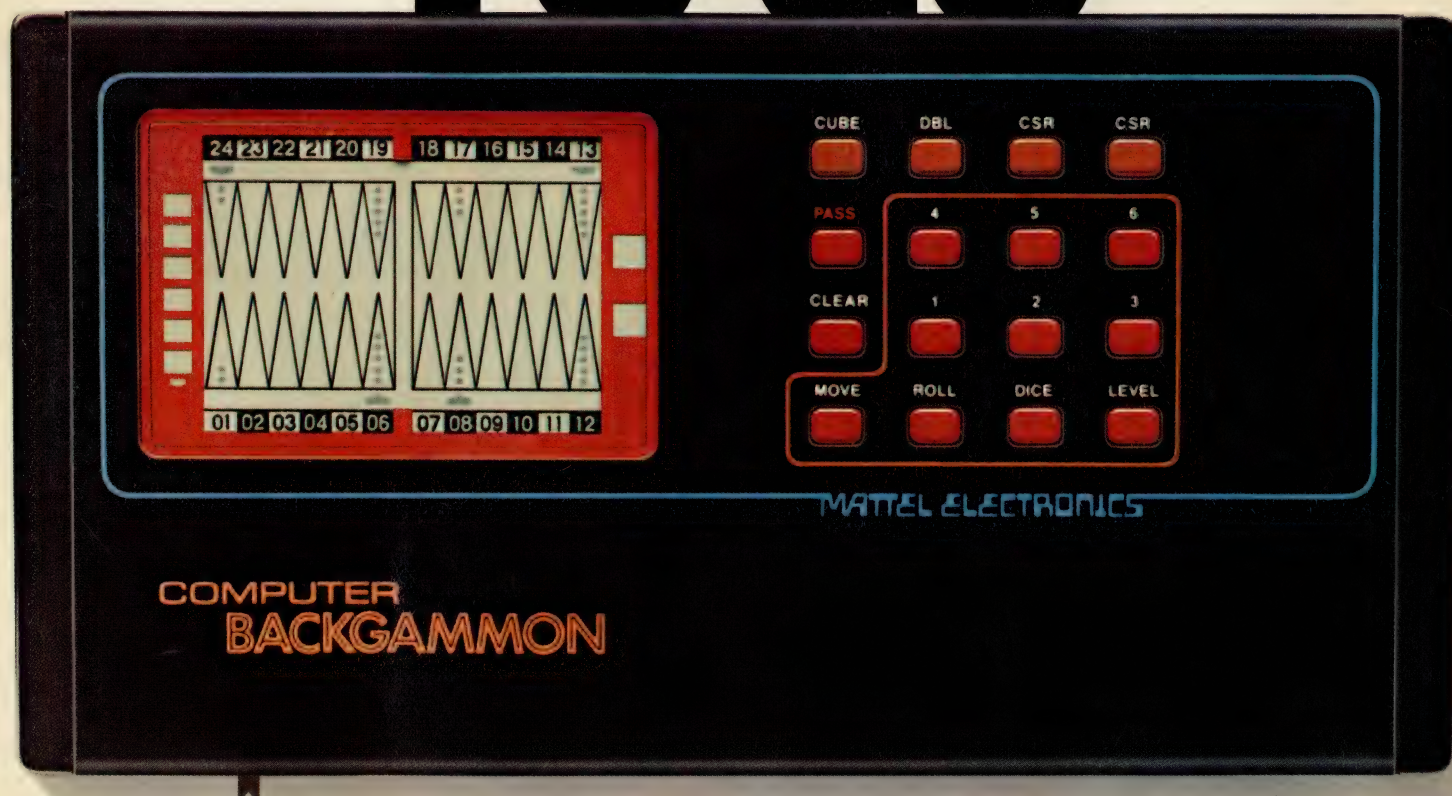


How many can you answer without an atlas or a dictionary?

- Name the only U.S. state that starts and ends with the same letter, *other than A*.
- "Florida" starts with two consonants. Name another such state.
- The name of one state is made up of a common word and its opposite, separated by a single letter. Which state?
- If you drop the first and last letters from "Nevada," you're left with the common first name DAVE, spelled backward. What state, without its first and last letters, is a popular actor's *last* name, spelled backward?
- Two different words meaning "employ" are hidden in the names of two states. Which states?
- Which state *ends* with a five-letter woman's name? And which one has a man's nickname spelled backward inside a woman's name?

—Merl Reagle
Answer, page 86

OBSSESSION TO GO



Introducing Mattel Electronics® Computer Backgammon, the relentless opponent you can take anywhere.

Mattel Electronics designed new Computer Backgammon to challenge you on six distinct skill levels.

Pick any level. Computer Backgammon will attack you with aggressive play, unnerve you with

the doubling option and, ultimately, make you a better player.

Its bright liquid crystal display lets you play anytime, anywhere.

New Computer Backgammon. Your passion will be to play it. Your obsession, to beat it.

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*Compact and lightweight. A challenging partner at your fingertips.
Battery not included.*

COMPUTER BACKGAMMON

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Number Play

The Root of the Problem

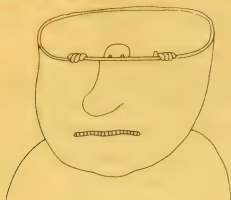


Can you think of a two-digit number, the sum of whose digits is equal to the square of its cube root?

—Jacqueline Dixon
Answer, page 86

Groaners

It Could Be Verse



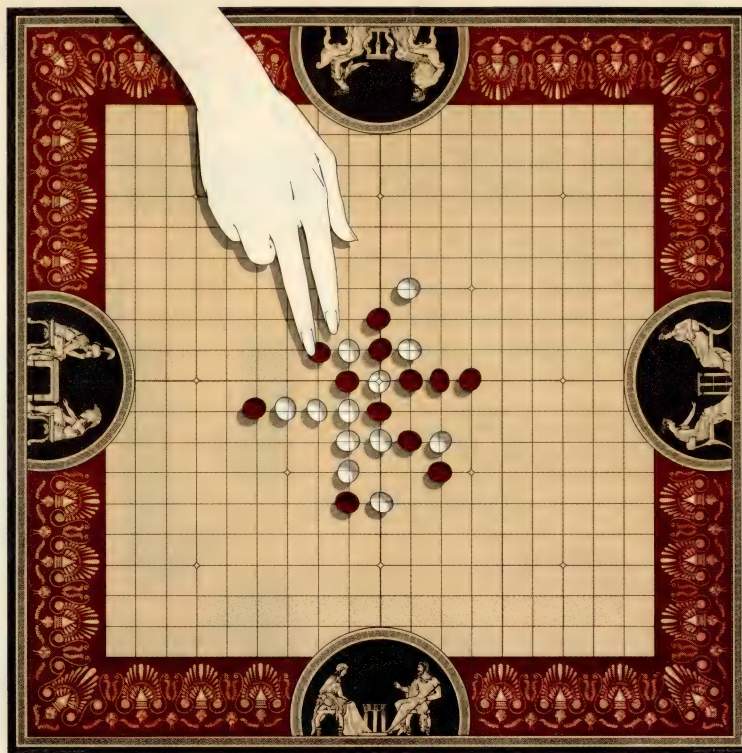
If you've always felt that you had a touch of the poet in you, here's your chance to prove it. Each of the following couplets contains one word which, when anagrammed, fits in the blank. Can you spot, unscramble, and complete the couplets? To give you a start, the word to be anagrammed in the first couplet is CANOE.

1. Your frail canoe may quickly tip
If you should take that _____ trip.
2. March has a certain _____ about it,
Though Caesar's ghost would surely doubt it.
3. Said papa, and his voice was gruff,
This steak _____ not to be so tough!
4. The timid witness did not curse,
And yet he _____. Now, was that worse?
5. For athletes strong and simon-pure,
The _____ wreath has great allure.
6. A girl who wears a _____ may
Attempt to look a bit blasé.

—Eugene Maleska

—from *Take My Words* (Simon & Schuster).
© 1980 by Eugene Maleska.

Answer, page 86



It's devilish
and infuriating,
but clever.
It's diabolical
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Tough Nuts

Desdemona's Demise



Bridge players borrow descriptive terminology from strange places. "Squeeze play" comes from baseball, and "strip play" from burlesque theatre. Othello would have been proud of the "smother play" in this problem.

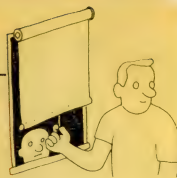
South is declarer in six spades, and West leads the queen of hearts. How does South avoid losing a club and a heart?
—Mel Stover

| NORTH | | | |
|-------|-------------|-------|----------|
| ♠ | 9 8 3 2 | | |
| ♥ | A K | | |
| ♦ | A K 2 | EAST | |
| ♣ | A Q 6 5 | ♠ | 10 7 6 5 |
| WEST | | ♥ | 10 3 |
| ♠ | 4 | ♦ | J 9 4 |
| ♥ | Q J 9 8 6 4 | ♣ | J 10 9 8 |
| ♦ | Q 10 8 7 5 | | |
| ♣ | 7 | SOUTH | |
| | | ♠ | A K Q J |
| | | ♥ | 7 5 2 |
| | | ♦ | 6 3 |
| | | ♣ | K 4 3 2 |

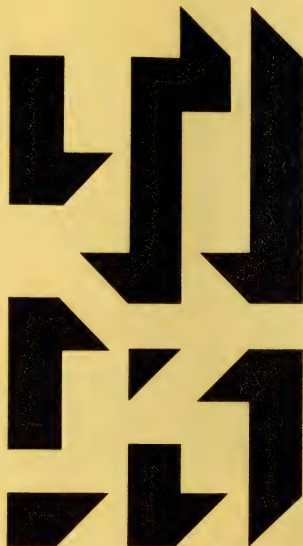
Answer, page 86

Look

Dark Shadows



Can you arrange the eight shapes below to spell out the word THE in block letters?
—Mark Isaak



Answer, page 86

Word Play

Self-Descriptive Words

Can readers add to this list?

| | |
|----------------|------------|
| Unsofisticated | Decembrrr |
| HUMiLiTY | D"tto |
| Erronious | Imperfec* |
| Neverendin | Defæct |
| Mispelling | Secrætarxy |

—Darryl Francis, *Word Ways*, February 1978

No Kidding

The Last Laugh

Perhaps Elizabeth Nash of Hudson, New York, was just joshing when she made a recent deposit at her local bank—but the bank and the Secret Service didn't find it amusing: the \$500 bill she deposited was funny money, and read "Untied States of Anemia." We've heard of inflationary tactics. . . .

SCACCOMATTO

A puzzle, a chess set, a sculpture

Two handsome brass cubes—one chrome-plated and one gold-plated—are, by themselves, a sleek and elegant sculpture. Yet, each cube is also an intricate and complex puzzle of interlocking elements that, when disassembled, become 16 chessmen. Piece by piece you unlock the secrets of the cubes, following a fascinating sequence. Ultimately, you have before you a complete 32 piece chess set. Scaccomatto was created by Italian sculptor Franco Rocco, and produced in a limited edition of 1,000, each signed and numbered by the sculptor.

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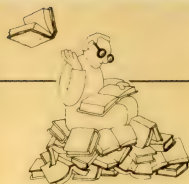
City _____

State _____ Zip _____



Trivia

Which is Which?



If you can tell right from left, black from white, and up from down, you'll whiz through this quiz . . . or is it right from wrong? black from blue? up from . . . ?

1. Typewriters are made with two type sizes: pica and elite. One yields 12 characters per inch, and the other only 10, but which is which?
2. Are zebras white with black stripes or the other way around?
3. "We hold these truths to be self-evident": is this from the *Constitution* or the *Gettysburg Address*?
4. Speaking of "burgs," are Pennsylvania's two famous cities Harrisburg and Pittsburg, or Harrisburgh and Pittsburgh? Or . . . ?
5. When a clumsy waiter spills a bowl of soup on an unlucky customer, who is the schlemiel and who the schlimazel?

—Jon Freeman
Answer, page 86

Twists

You Bet Your Rent



Since the Monopoly board is based on the streets of Atlantic City, why not introduce casinos into the game? Here's how it works:

The game proceeds as usual until one or more players have built hotels. Then, on a hotel-owner's next turn, he may add a casino to the hotel by paying the same amount as he paid for the hotel. A hotel on Boardwalk, for example, costs \$1,000 to build; a hotel-with-casino (HWC) costs an additional \$1,000.

When an opponent lands on a HWC, he wagers the rent he'd pay on a standard hotel. He now has two chances to roll doubles. If he succeeds, he keeps the money; if not, he pays the HWC owner *double* the normal rent. (Note: No HWC owner may gamble in his own hotel.) This rule may speed up bankruptcy, but you win some and you lose some.

—R.W.S./H.H.

The 19th Annual ST. VALENTINE'S DAY MASSACRE you're invited

What arrives after the Christmas holidays? Usually, the cold winter doldrums. But again they'll be swept away by the one and only St. Valentine's Day Massacre.

- *This was the most fun I've had from any kind of game in a long time!*
- *I loved the Massacre! It seems to get better every year.*

That's what two contestants said last winter. Join them and 3000 others in this one-of-a-kind challenge, a Pacific-to-Atlantic tour — in a brand-new Rand McNally Road Atlas.

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- *through Cimarron and Kokomo and Harmony*
- *over mountains and plains, from page to page, across the continent to New York City*

There are awards in several categories, from first-timer to master — if you come close to following the correct course, one is yours. And everybody gets a special Massacre souvenir when it's over.

The \$24 entry fee (\$29 Canadian) will get you on your way. And, if you decide that the Massacre is not for you when you get the materials, we'll send your money back. That's a promise.

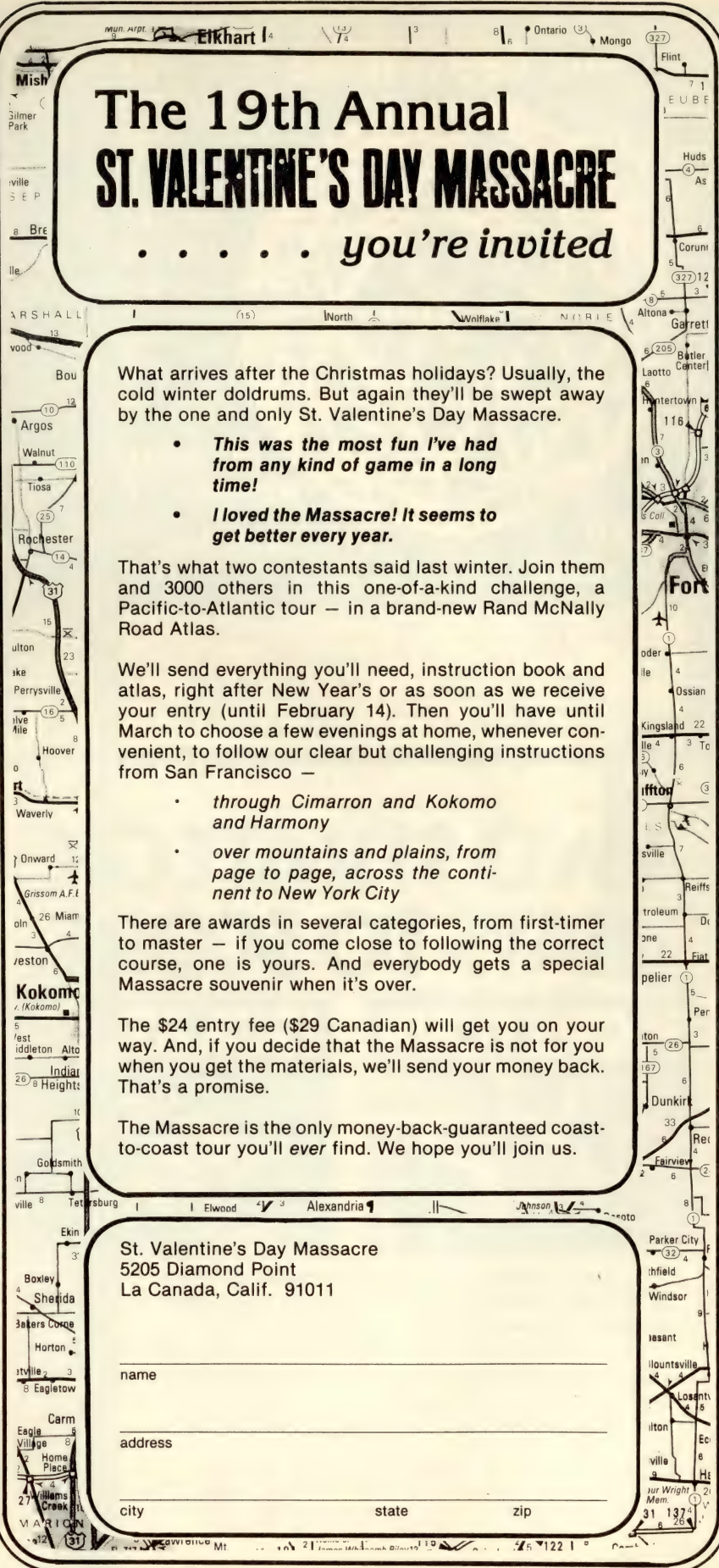
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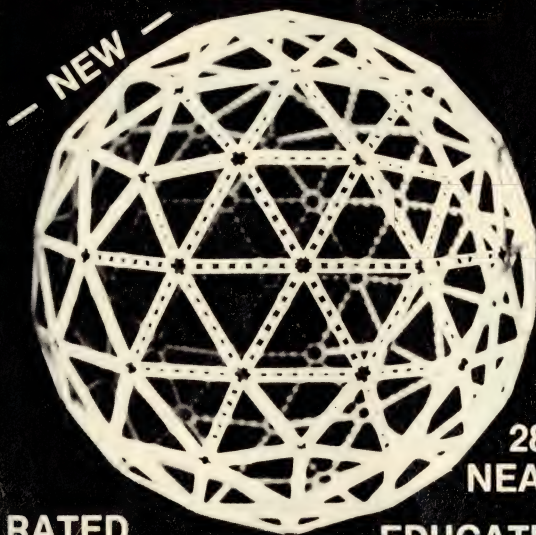
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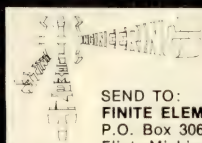
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WILD CARD ANSWERS

Playful Punctuation

- Cat's-paw or bull's-eye
 - Jack-o'-lantern
 - Cat-o'-nine-tails or will-o'-the-wisp
- Other answers are possible.

Wladziu, Meet T.E.

- | | |
|---------------------------|---------------------------------|
| 1. Forte | 7. Wilbur and Orville |
| 2. Hubert | 8. Bob and Carl |
| 3. Patti, Maxene, Laverne | 9. Yarrow, Stookey, and Travers |
| 4. James | 10. Wagner |
| 5. Jones and Brown | 11. Charles, Jeremiah |
| 6. Olson | 12. Buonarroti |

Do You Know Your Soap?

- | | |
|--------------|------------------|
| 1. Lifebuoy | 6. Pears |
| 2. Dove | 7. Zest |
| 3. Ivory | 8. Camay |
| 4. Palmolive | 9. Coast |
| 5. Dial | 10. Irish Spring |

A Sure Bet

The answer will always be 198.

Altered States

- Ohio
- Rhode Island
- Connecticut
- Wyoming, Nimoy (Mr. Spock of *Star Trek*)
- Massachusetts (use), and New Hampshire (hire)
- Indiana (Diana), Montana (Nat spelled backward inside Mona)

The Root of the Problem

27. $2+7=9$; $(\sqrt[3]{27})^2 = 3^2 = 9$

It Could be Verse

- | | |
|------------------|--------------------|
| 1. Ocean (canoe) | 4. Swore (worse) |
| 2. Charm (march) | 5. Laurel (allure) |
| 3. Ought (tough) | 6. Sable (blasé) |

Desdemona's Demise

After winning the first trick with the king, on which East plays the ten, declarer cashes two top spades, followed by the ace of hearts, three top clubs, and two high diamonds. He then ruffs a diamond in his hand, and leads a heart; but instead of ruffing the heart, he makes the key play of discarding a club from dummy. West now has no good lead; on the queen of diamonds, for example, declarer plays the eight of spades, and East's apparently certain trump trick is smothered, however East chooses to play. You can almost hear Othello saying, "I would not have thee linger long in pain."

Dark Shadows

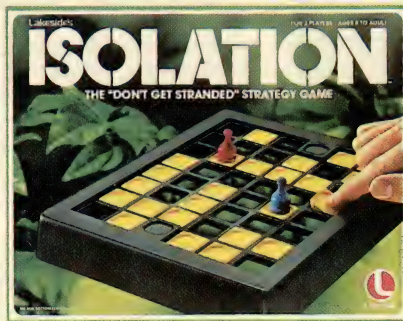
It can be done! The shapes represent the shadowed parts of the block letters:

THE

Which is Which?

- Pica gets 10 spaces per inch; elite, 12.
- Zebras are black with white stripes.
- Neither. It's from the *Declaration of Independence*.
- Harrisburg and Pittsburgh.
- The waiter is the schlemiel (a bungler); the customer, a schlimazel (unlucky person).

TWO STRATEGIC WAYS TO SCORE.



Score Four calls for head-to-head strategy in three dimensions. By placing your beads on the pins, you try to get four in a row, either vertically, horizontally, or diagonally.

And Isolation requires exciting concentrated efforts to strand your opponent. Maneuver your pawn and push out tiles in order to leave your rival with no place to go.

Play 'em both and make lots of winning moves.

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Games

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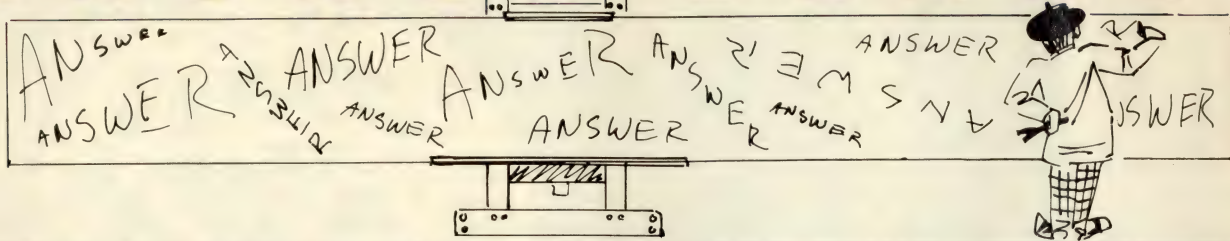
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ANSWER DRAWER



6 Letters

Scat!

That scat is from a golden oldie called "Boy From New York City," which was just re-released by the group, Manhattan Transfer.

Rock On

The group pictured is "Black Sabbath."

26 Collector's Addition

The numbers, reading top to bottom and left to right:

Top

- 2001 (from the movie of that name)
- 451 (from the book, *Fahrenheit 451*)
- 2 (from the pearl)
- 10 (from the 10-gallon hat)
- 49 (from the San Francisco 49ers helmet)
- 80 (from *Around the World in Eighty Days*)
- 64,000 (from *The \$64,000 Question*, and yes, that is Joyce Brothers in the isolation booth)
- 23 (from 23 "SKIDOO")
- 88 (from the piano)
- 747 (from the jet plane)
- 12 (from Gary Cooper in *High Noon*)
- 3 (from the trio in *Three's Company*)
- 10 (from *The Ten Commandments*)
- 1600 (from the White House)
- 200 (for passing Go in Monopoly)
- 10 (points for using the Z in Scrabble)

Center

- 6,000,000 (from Lee Majors as The Six Million Dollar Man)
- 45 (from the 45 record)
- 7 (from Sean Connery as Agent 007)
- 4 (from the four-leaf clover)
- 39 (for Jack Benny's perpetual age)
- 7 (from the 7-Up bottle)
- 1 (from *One Day at a Time*)
- 45 (from Colt 45)
- 7 (from Mark Spitz's Olympic Gold Medal feat)
- 31 (from Baskin-Robbins's "31 flavors")
- 2 (from the "snake eyes")
- 8 (from the octopus)
- 415 (from the shaded portion of the California zip code map)
- 52 (from the New Wave group, the B-52s)

Bottom

- 12 (from the two "boxcars")
- 109 (from John Kennedy's PT boat)
- 10 (for Bo Derek)
- 20 (for the years Rip Van Winkle slept)
- 40 (from the book, *North Dallas Forty*)
- 22 (from the book, *Catch-22*)
- 2000 (from the Roman numerals m & m)
- 12 (from the ways Wonder Bread claims to help build strong bodies)
- 12 (from a dozen eggs)
- 57 (from the number of Heinz varieties)
- 3 (from the Three Stooges)
- 86 (from Don Adams as Agent 86 in *Get Smart*)
- 99 (from Barbara Feldon as Agent 99 in *Get Smart*)
- 20,000 (from James Mason in *Twenty Thousand Leagues Under the Sea*)
- 4077 (from the unit number of M*A*S*H)

22 Cannonball

The photos were taken in the following sequence, at the locations indicated:

- E—New York City, on the George Washington Bridge
- M—entering Pennsylvania
- J—Akron, Ohio
- F—Ohio, at the Indiana border
- C—Indiana, near Indianapolis
- N—Illinois, near Effingham
- H—St. Louis, Missouri
- L—Missouri, near Cuba
- B—entering Oklahoma
- I—Oklahoma, near Oklahoma City
- K—Texas panhandle
- G—Texas panhandle, farther west
- A—New Mexico
- D—California—the palm trees should have given it away

Photo L was taken approximately 14½ hours after the drive began, about one-third of the total time spent on the trip. The halfway point, in hours, fell shortly before photo K. Overall, Steve Behr covered about 3,300 miles at an average speed of better than 75 miles per hour.

33 Three-Dimensional Crossword



58 Punanacrostic

- | | |
|-----------------|-----------------|
| A. PILES | J. EIGHTEENTH |
| B. EXHAUSTED | K. SUBSTANDARD |
| C. RABBIT PUNCH | L. THROUGHOUT |
| D. ENSHROUD | M. WHITTLED |
| E. LEFT FIELD | N. AFTERMATH |
| F. MELANCHOLY | O. RAPID CITY |
| G. ALL THE WAY | P. DEPTH CHARGE |
| H. NEEDLEWOMEN | Q. HEIGHT |
| I. WHITEHORSE | R. ABORTIVE |

... In the broad plain washed by the Pacific lay ... the mighty citadel which had given the world the double feature, the duplexburger, the motel, the hamfurther, and the shirt worn outside the pants ... Los Angeles.—(S.J.) Perelman, *Westward Ha!*

29 Listomania

- A. 6 Famous Insomniacs, and how they induced sleep. (Dumas père's doctor hoped an early morning apple would force his patient into a regular schedule of rising and retiring.)
 - B. 16 Brand Names that have become Generic Words
 - C. "Dear Abby" Van Buren's Readers' 7 Most Unusual Problems (Give yourself half-credit if you guessed Ann Landers.)
 - D. 10 Movies Most Often Shown on Television
 - E. 7 Famous Events that Happened in the Bathtub
 - F. 5 Body Parts You Didn't Know Had Names: The *philtrum* is the verticle groove in the middle portion of the upper lip; *eponychium* is another word for the fingernail cuticle; the *glabella* is the part of the forehead just above the nose, and between the eyebrows; *otoliths* are the particles of calcium carbonate in the inner ear that regulate equilibrium; and a *phalanx* is one of the bones in the fingers or toes—there are 14 in each hand or foot.
 - G. 8 Noted People Who Never Married
 - H. 10 Most Memorable Things Ever Insured (and the value for which each was insured)
 - I. 10 Renowned Redheads
 - J. 8 Unusual Objects Offered at Auction (and their selling prices)
 - K. The gestation period (in days) of twelve animals
 - L. 11 Women Who Were Cheerleaders in High School
 - M. 8 Recently Patented Inventions Whose Time Has Not Yet Come
 - N. Henny Youngman's Favorite One-Liners
 - O. 10 Prehistoric Things Alive Today
- List L is reprinted from *Is There Life After High School?* © 1976 by Ralph Keyes, published by Little, Brown Company. B is reprinted from *Stylebook for Writers and Editors* © 1977 by U.S. News and World Report. D is reprinted from *TV Guide* magazine, © 1977 by Triangle Publications, Inc. All others are reprinted from *The People's Almanac Presents The Book of Lists #1* © 1977 by David Wallechinsky, Irving Wallace and Amy Wallace, or *The Book of Lists #2*, © 1980 by Irving Wallace, David Wallechinsky, Amy Wallace and Sylvia Wallace, published by Bantam Books.

34 The Linking Rings

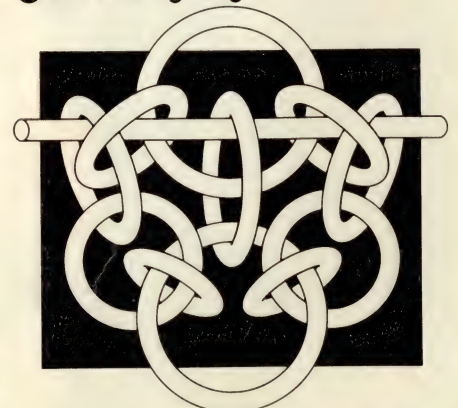
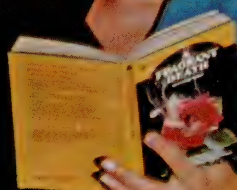


Illustration by Gregory Thompson

Which one will claim you as its victim?



If you're searching for a mystery, one that will keep you on the edge of your chair, here's a clue: new Raven House Mysteries.

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18 Martin Gardner

What's Your Theory?

The students' names contain the names of the integers one through ten, in order, spelled out: Don Edwards, Robert Worden, Edith Reed, Rolf Oursler, Jeff Ives, Jessi Xander, Rose Ventnor, Leigh Thompson, Toni Nesbit, and Pete Norris.

Match Problem

Six matches have been removed, leaving ten:



Cutting the Cube

There is no way to reduce the cuts to fewer than six. This is at once apparent when you focus on the fact that a cube has six sides. The saw cuts straight—one side at a time. To cut the one-inch cube at the center (the one which has no exposed sides to start with) must take six passes of the saw.

This problem was originated by Frank Hawthorne, supervisor of mathematics education, State Department of Education, Albany, New York, and first published in *Mathematics Magazine*, Sept.-Oct., 1950 (Problem Q-12).

For Chess Nuts

A maximum of 32 knights can be placed on a standard chessboard in such a way that no knight attacks another. Simply place the knights on all the squares of the same color. (Thus, there are two ways to do it—on the light squares, and on the dark squares) Jay Thompson of New York City wrote Martin Gardner that a group of chess players at a Middle Western hotel got into such a violent argument over this problem that the night clerk had to get a policeman to pull his chess nuts out of the foyer.

The Four Letters

Zero. If three letters match the envelopes, so will the fourth.

Pairing Pennies

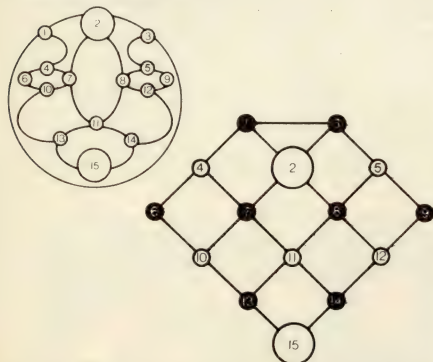
Number the pennies in order from 1 to 8. To obtain four stacks of two, move 4 to 7, 6 to 2, 1 to 3, and 5 to 8.

Bills and Two Hats

The boy maximizes his chance of drawing a ten-dollar bill by putting a single ten-dollar bill in one hat, and the other 19 bills (9 ten-dollar bills and 10 one-dollar bills) in the other hat. His chance of picking the hat with the ten-dollar bill is 1 in 2, and the probability of picking a ten-dollar bill from that hat is 1 (certain). If he picks the other hat, there is still a probability of 9/19 that he will draw a ten-dollar bill from it. Thus, his overall chance of success is the average of 1 and 9/19, or 14/19.

Endgame

In analyzing the topological properties of a network with an unusual pattern, it is sometimes helpful to transform the network into a topologically equivalent one that exhibits the network's properties more clearly. The pattern of the gameboard (left) is equivalent to the diagram on the right.



The long outside loop of the gameboard has been transformed into the top of the triangle at the top of

the diagram, and the spots have been rendered into two different colors for greater clarity. If the White piece moves directly toward the Black one, it cannot trap it because Black has what is known in chess as "the opposition." That is, as long as both pieces avoid the triangle at the top, Black's move will always carry the Black piece to a spot of the same color as the spot occupied by White; therefore White, on his next turn, can never capture Black. To gain the opposition, White must move his piece once around the triangle. On the gameboard, White's first move should be to 1 (or 3), and then all the way around the loop to 3 (or 1). White will then have no trouble trapping Black by moving directly toward him.

Unorthodox Crossword



The Doctors' Dilemma

Let 1A stand for the insides of the first pair of gloves, 1B for the outsides. Let 2A stand for the insides of the second pair, 2B for the outsides.

Dr. Xenophon wears both pairs, the second on top of the first. Sides 1A and 2A remain sterile. Dr. Ypsilanti wears the second pair, with sterile sides 2A touching his hands. Dr. Zeno turns the first pair inside out before putting them on. Sterile sides 1B will then be touching his hands.

After Dr. Zeno finished operating, his nurse, Ms. Frisbee, was furious. "You boneheads ought to be ashamed! You protected yourselves, but forgot about poor Ms. Hooker. If Dr. Xenophon has the flu, Ms. Hooker could catch it from the gloves you and Dr. Ypsilanti wore."

"Are you suggesting, Ms. Frisbee," asked Dr. Zeno, "that we could have prevented that?"

"That's exactly what I'm suggesting."

Then, to Dr. Zeno's amazement, Ms. Frisbee explained how they could have followed another procedure that would have eliminated not only the possibility of the surgeons catching the Barsoomian flu from one another or from Ms. Hooker, but also the possibility of Ms. Hooker catching it from the surgeons. What was Ms. Frisbee's explanation?

Answer Drawer, page 96

Counting Mistakes

Only equations b and e are false, therefore the statement that there are three errors is false. This is the third error.

A Tennis Match

Miranda served first. Martin Gardner's original method of solving the problem was shortened by a number of his *Scientific American* readers. The shortest solution came from Goran Ohlin, an economist at Columbia University, who expressed it as follows:

"Whoever served first, served five games, and the other player served four. Suppose the first server won x of the games she served and y of the other four games. The total number of games lost by the player who served them is then $5 - x + y$. This equals 5 (we are told that the nonserver won five games), therefore $x = y$, and the first player won a total of $2x$ games. Because only Miranda won an even number of games, she must have been the first server."

Dollar Bill Magic



Twenty-One

Two solutions are possible, each involving a trick. Either turn the picture upside down and circle three 6s and three 1s; or leave the picture right side up, place a single circle around two 1s (making eleven!), and circle the remaining 1 and each of the three 3s.

Shake Out the Cherry

The two matches are moved like this:



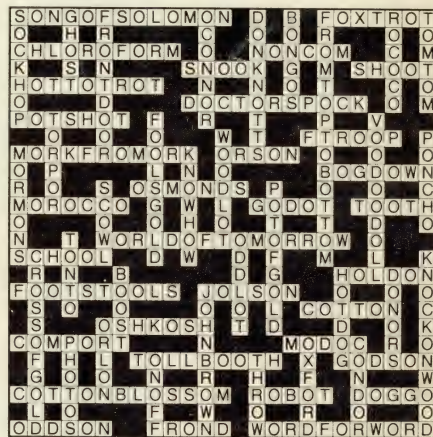
Cryptarithm Multiplication

$$\begin{array}{r} .124867 \\ \times .2 \\ \hline .0249734 \end{array}$$

In the photograph on pages 16-17: the palindromic sum appeared in *Mathematical Circus*; the photograph of Martin Gardner is by Scot Morris; the pie illusion originally appeared in Gardner's *Humpty Dumpty* column; the word square appeared in Gardner's *Sixth Book of Mathematical Games*.

The illustrations of the pie, the Möbius strip, and in the puzzles on pages 18-19, are by Enno Poersch.

35 Oh, Oh!



Additional "O" words and phrases: 10 Letters—BLOOD DONOR, COLOR PHOTO, COTTON BOWL, COTTONWOOD, CROSSWORDS, DOOR-TO-DOOR, GHOST TOWNS, LOOK DOWN ON, ROCK BOTTOM; 11 Letters—COLD COMFORT; 12 Letters—BOOK OF MORMON, BOX OF POPCORN, FLOOD CONTROL, OH, GOD! BOOK TWO, WORK SLOWDOWN; 15 Letters—DOGWOOD BLOSSOMS.

36 Dszqphsbnt!

1. **CRYPTOON.** Sir, would you lend some money to an unfortunate fellow who's out of work? All I have in the world is this loaded gun.

2. **OVER THE RAINBOW.** The foolish man seeks happiness in the distance; the wise man looks for it under his own feet.

3. **ABSOLUTELY LOGICAL.** Student: My contribution to my class? Well, I wasn't in the top half, but I was in the group that made the top half possible.

4. **A CASE OF THE BENDS?** Unhurt driver, after wrapping his foreign car around a utility pole: Well, I guess that's the way the Mercedes Benz.

5. **NATURE'S BEST.** Sign in window of grocery store: Weekend special—fresh eggs packed in no-deposit, no-return biodegradable shells.

6. **SIZE OR METTLE?** Angry circus manager to human cannonball: You can't quit! Where would I find another man of your caliber?

7. **PATCHED UP.** A reputation once broken may possibly be repaired, but the world will always keep its eye on the spot where the crack was.

Fake Advertisement

The "Fake Ad" announced in the Table of Contents was for the Video Wipes and appeared on page 78. Illustration by David FeBland.

**Gilbey's idea of a Martini:
taste the gin with more gin taste.**

A woman with blonde hair, wearing a purple off-the-shoulder dress, is seated and holding a small martini glass. She is looking towards the camera with a slight smile. In the foreground, a large, frosty glass filled with ice, water, and a lemon wedge is being held by a hand. To the right of this glass is a bottle of Gilbey's London Dry Gin, which has a distinctive diamond-shaped label. The bottle is next to another glass containing ice and a lemon. The background is filled with lush green palm leaves, creating a tropical or sophisticated lounge atmosphere. The lighting is warm and focused on the woman and the drinks.

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37 Target Practice



40 Christmas Day Word List

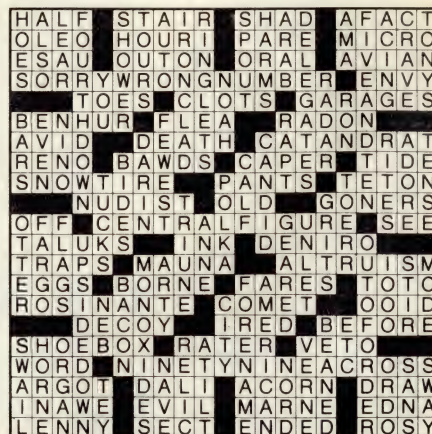
The 68 common words we formed (all of which can be found in the angel) are:

| | | | |
|-----------|----------|---------|---------|
| ACRID | CRASH | MADRAS | SCRAM |
| ADMIT | CRASS | MARCH | SHADY |
| AMASS | DAIRY | MARSHY | SHIRT |
| AMIDST | DAISY | MATCH | SMART |
| AMISS | DIARY | MIRTH | SMASH |
| AMITY | DICTA | MISCAST | SMITH |
| ASHTRAY | DIRTY | MISTY | STAD |
| ASSAY | DISARM | MYRIAD | STAIR |
| ASTIR | DISMAY | MYSTIC | STARCHY |
| ASTHMA | DRACHMA | RACISM | STASH |
| CATHARSIS | DRAMATIC | RADISH | STRAY |
| CHAIR | DRASTIC | SADISM | TARDY |
| CHARISMA | HAIRY | SARCASM | THIRD |
| CHARITY | HARASS | SASHAY | TIARA |
| CHARM | HARDY | SATYR | TRASH |
| CHART | HASTY | SCARY | TRIAD |
| CHASM | ITCHY | SCHISM | YACHT |

Other forms of many of these words are also possible.

Fifteen less familiar words we formed (not found in the word search) are: ARISTA (part of a fly's antenna), ATRIA (heart chambers), CHARD (a leafy beet), HYDRA (a freshwater polyp), MASSY (having mass), MASTIC (an aromatic resin), MISSAY (to slander), MYTHIC (existing in mythology), RIATA (a lasso), SAITH (old form of "says"), SCHIST (a metamorphic rock), SCRIM (a cotton fabric), SHARD (a fragment of pottery), STADIA (ancient Roman distance units), and STRIA (a minute groove). Many other less familiar words can also be formed.

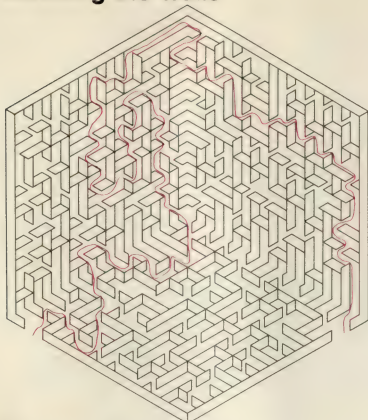
57 Numbers Racket



70 Eyeball Benders

1. Ink pad
2. Rubber bands
3. Fishing sinker
4. Running shoe
5. Pasta shell
6. Spur
7. Strawberry
8. Record
9. Crayon
10. Broom

60 Climbing the Walls



38 Treasure Hunt Clues

Starting puzzle Columns 4 and 6, reading down, will tell you the location of the next clue.

Bedroom puzzle Start in the lower right corner of the square (letter U), and read counterclockwise in a spiral.

Lampshade puzzle The numbers in parentheses are not library call numbers, but indications of letters to be taken from the titles. For example, the 1st, 9th, 6th, and 7th letters of *Lord of the Rings* are L-E-F-T.

Dining room puzzle Add and subtract the letters in the names of the objects pictured; then read the result *backwards*.

Bathroom puzzle The answers to the clues are: TRUMP, FONTS, ANTED, and SNORE. Put the letters in the new order indicated, beginning with the U in TRUMP and N in SNORE.

Front steps puzzle Insert the letters under each column, in an order for you to determine, in the squares directly above them.

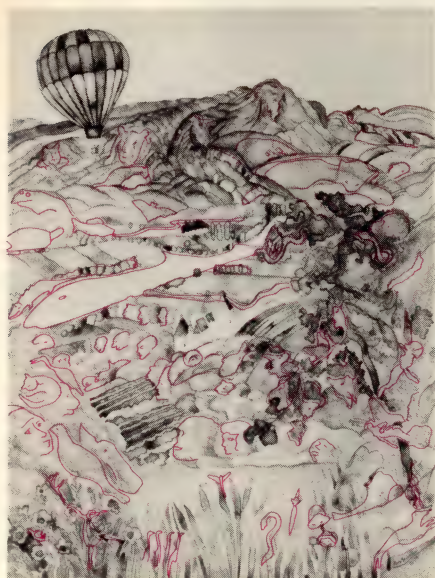
Desk puzzle Rearrange the ten groups of letters (without rearranging letters within groups) to spell the hiding place of the next clue. The first two words in the message are LOOK INSIDE.

Refrigerator puzzle Perform the arithmetic as given, and keep a running total after each step. Then, using the subtotals, let 1 = A, 2 = B, etc. The letter values will spell the location of the next clue.

Closet puzzle A simple-substitution cryptogram. Knowing that this is the last clue of the hunt should help you figure out what the first word is likely to be. Additional help: The word THE appears three times.

67 Hidden Valley

The 75 hidden images we found are shown on the drawing below.



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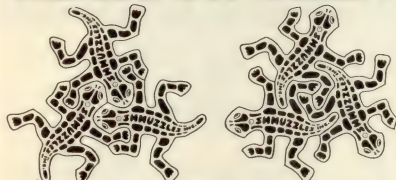
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59 Cryptic Warm-Up Puzzle

ACROSS

- USHER. The word USHER (meaning "seat," as a verb) combines US ("you and me") and HER ("the woman over there").
- ICING. If you take the phrase "look into exotic ingredients" literally, you'll find the consecutive letters of the answer, ICING ("cake topping").
- EASEL. The word EEL ("fish") placed around AS ("while") forms EASEL ("art equipment").

DOWN

- UNITE. The letters of UTE IN "dancing"—i.e., in rearranged form—spell the answer, UNITE ("join").
- HAIRS. The word HAIRS ("fur") sounds the same as the word HARE'S ("rabbit's"). The homophone is indicated by the word "say."
- REGAL. The word REGAL ("fit for a king") is the word LAGER ("beer") "served up"—i.e., spelled from bottom to top in the puzzle grid.

59 Cryptic Crossword

ACROSS

- Braiding (bring + aid)
- Vassal (Va. + lass)
- Night (thing)
- Go on a trip (goon + at + R.I.P.)
- Wait (a + wit)
- Stereotype (see pottery)
- Girl Scout (rig + Locust)
- Lyres (liars)
- Noted ("No, Ted!")
- Spaghetti (past eight)
- Blank verse (Ken's verbal)
- Muse (mews)
- Pinocchio (pin + CC + Ohio)
- Opium (O + pi + um)
- Dressy (Dr. + ess + Y)
- Verboten (verb + O + ten)

DOWN

- Bandwagon (b and w + ago + n)
- Angrier (rearing)
- Duty (HinDU TYrant)
- Negations (on seating)
- Ayatollah (pAY A TOLL AHead)
- Sprayer (S + prayer)
- Lapse (laps)
- Door (do + or)
- Sidekicks (pun)
- Transpose (one's parts, & lit.)
- Spiderman (panderism)
- Trainee (in a tree)
- Tourist (sir + tout)
- Biped (l + p + bed)
- Echo (thE CHOrus)
- Boob (BB + OO)

61 Across and Down

ACADIA CHIA ARSENIC BUS
LOPINGALONG COPPOLA SPENT
BILLIEBURKE THEHILL CROCE
ELUL NYES AIMEES MADEFOR
ESS LLS ENNUI CMI LASAGNE
HIES WINK HENRYS COQS
TATAMI VOCE EMERGE THOU
EBBING OME ITTSA GABE DEB
TOO HEYERDAHL DIJON CRY
HONESTMEN AMS GUENON THAW
KEPTYOUAGA PUNJAB SHEBA
AUSTRAL WALLA STEELY
OCCUPIESTWENTYFIVESQUARES
BOLLIX TAXES KUMQUAT
INEED SWAYED WEE QUARREL
SCAT GNEISS UAR QUARTERLY
PEN QUEEN INSTINUATE RAE
ONT KNEW GUMUP AID STROMA
THAT EPONYM BVDS HURRAH
PRES DEERES BEEP HORS
RASSLESASH BONER AOK SAG
ATLEAST WHALES OFSTENNE
VIAND HANOVER ACQUIESCENT
DOTTY ELEMENT COUNTRYCLUB
ANE RODENTS TOOK SMELLY

72 Chess

- 1 Rg7! Black has no defense against 2 Rf3 mate.
- 1... c4! 2 bc dc 3 Qxc4 (of no avail is 3 Bxc4 Rc8 4 Qd3 Be4 5 Qb3 b5 6 Bd3 Bd5) Rc8 4 Qb3 Bd5 and White resigned. The point is that on 5 Qa4 b5! 6 Qxa6 Ra8 7 Qxb5 Ra5! White's queen is trapped.

24 Who's Buried in Grant's Tomb?

1. A ten-gallon hat holds only about three-quarters of a gallon. This "gallon" is derived from the Spanish *galón*, a braid used to decorate hats. It has nothing to do with liquid measure.

2. Launched in 1797, the frigate *U.S.S. Constitution* was nicknamed "Old Ironsides" because its wooden hull survived many sea battles.

3. A five-pointed star has ten vertices: five vertices point outward and five point inward.

4. U.S. nickels are 75% copper, and only 25% nickel.

5. "Oktoberfest" is a two-week celebration that begins in September; only the final few days are in October.

6. Chinese checkers, derived from an English game called Halma, was invented in Sweden and was marketed under the name Chinese checkers in the United States.

7. Tennessee Williams was born Thomas Lanier Williams in Columbus, Mississippi. He changed his name to "Tennessee" in honor of his East Tennessee forbears.

8. Panama hats were originally made in Ecuador. Panama was the distribution center for the hats.

9. The Battle of Bunker Hill, a Pyrrhic British victory in the Revolutionary War, was fought at neighboring Breed's Hill.

10. Mexico is the world's largest Spanish-speaking nation, with a population about double that of Spain.

11. The Canary Islands were named after the Latin *Insulas Canarias* (Islands of the Dogs), a reference to the wild dogs the Romans found there.

12. The Battle of Waterloo took place south of Waterloo, between Mont-Saint Jean and Belle-Alliance.

13. Shakespeare's *A Midsummer Night's Dream* takes place in spring, around May Day.

14. Banana oil is the chemical compound amyl acetate, a colorless liquid used in fingernail polish and flavoring extracts.

15. Headcheese is not cheese at all, but is made from the head and feet of a pig and is molded to look like cheese.

16. Catgut used in tennis rackets (and musical instruments), comes from the intestines of sheep.

17. The Hundred Years War between England and France lasted 116 years—from 1337 to 1453.

18. Venetian blinds were invented by the Japanese.

19. The Monroe Doctrine was first enunciated by President James Monroe, but it was written by John Quincy Adams.

20. Honey bees collect nectar; later they convert the nectar into honey.

21. The Woodstock Festival was held in Bethel, NY.

22. Camel's hair brushes are made from the tails of squirrels.

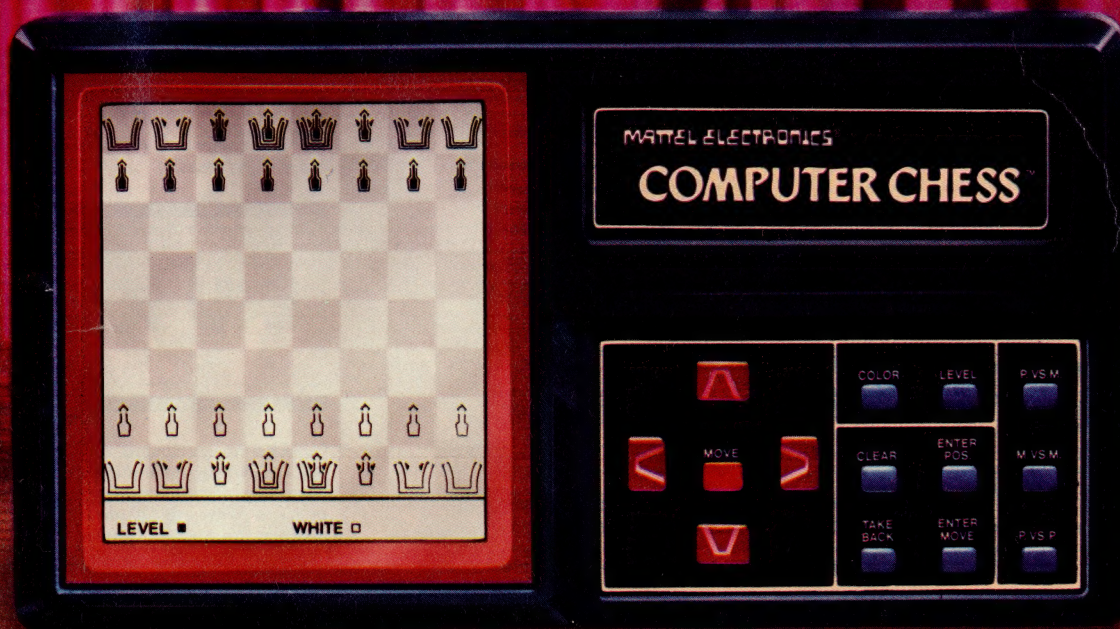
23. The English horn is not a horn but an oboe, probably first developed by the Viennese and later refined by the French.

24. The core of the lead pencil is a mixture of graphite and clay. The word "lead" was misapplied to pencils because of its physical resemblance to graphite. Indeed, graphite was originally called *plumbago*, Latin for "acting like lead."

25. If you said Ulysses S. Grant is buried in Grant's Tomb, you're only half right. His wife, Julia, is in there with him. (Technically, they're entombed rather than buried there.)

24 Give and Take

- Ties, binds
- Severe, hard
- Brawl, fight
- Learned, sage
- Seize, grip
- Ascent, rise
- Hovel, shack
- Area, range
- Slash, cut
- Clutter, litter
- Recline, lie
- Flat, boring
- Urged, spurred
- Locks, latches
- Spin, gyrate
- Face, front
- Heaves, casts



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90 The Doctors' Dilemma

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Because only sides 2B touch Ms. Hooker in all three operations, she runs no risk of catching the Barsoomian flu from any of the surgeons.

37 Rock Collecting

1. Yellowstone National Park
2. Flintstones
3. Hailstones
4. Stonewall Jackson
5. A stone's throw
6. The Rolling Stones
7. With nose to the grindstone
8. Stone Age
9. Tombstone, Arizona
10. Blarney Stone
11. Keystone Kops
12. Cornerstone
13. Stonehenge
14. "Rhinestone Cowboy"
15. Fire and brimstone
16. Leave no stone unturned

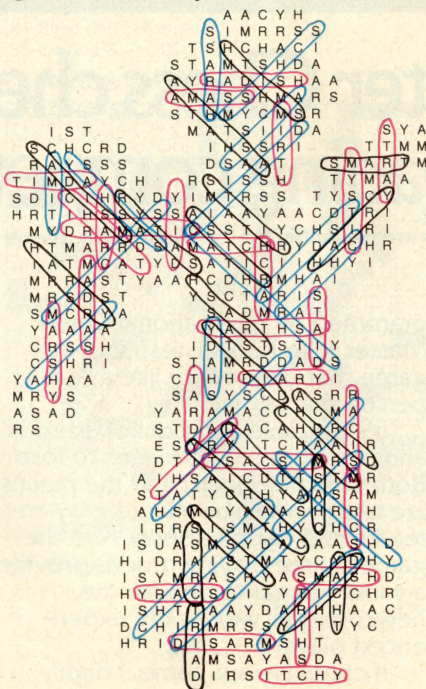
64 Sporting Rebuses

1. Super Bowl
2. Pop fly
3. Half-time
4. Pole vault
5. Batter's box
6. Hole-in-one
7. Quarterback
8. Wide receiver
9. Face-off
10. Switch hitter
11. Doubleheader
12. Kentucky Derby
13. World Series
14. Foul ball
15. Incomplete pass
16. Hook shot
17. Shortstop
18. Pool cue
19. Home plate
20. Touchdown

61 Heart Transplants

1. Major, mayor, manor
2. Adept, adapt, adopt
3. Fifth, firch, filth
4. Flesh, flush, flash
5. Laser, later, layer
6. Coups, coops, Corps
7. Flick, flock, fleck
8. Coach, conch, couch
9. Terse, tease, tense
10. Rebel, revel, repel

40 Christmas Day



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